

DIPLOMACY WORLD



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DIPLOMACY WORLD

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DIPLOMACY WORLD is a quarterly magazine on Diplomacy (R)* which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, Indiana 46052, telephone (317) 482-2824. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD.

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I. D. A.

International Diplomacy Association is an organization you should join. As postal Diplomacy grows, it will more and more be the IDA that will be looked toward to hold things together. IDA was formed as a service group when it became apparent that single individuals could no longer provide effective hobby-wide services by themselves.

Already, the IDA sponsors the Calhamer Awards, publishes an annual handbook on Diplomacy, maintains an International Subscription Exchange and subsidizes the Boardman Numbers and the Miller Numbers, as well as the Orphan Games Project. This democratic group conducts annual elections to determine members of the Council, the body responsible for carrying out IDA business and services. In addition to all the above advantages of membership, you receive Diplomacy Review, the organization's newsletter. To join IDA, just send \$2 in annual dues to Len Lakofka, 644 W. Briar Pl., Chicago, IL 60657, the current Vice-President/Treasurer.

FOREWORD

The effect of the sale of the game to Avalon Hill is becoming more and more obvious. DW circulation has virtually doubled in the last 6 months after averaging somewhat over 300 in the 2 years preceding that. Subs are rolling in due to Christmas sales of the set. What this means to the hobby is that we are going to have to brace ourselves for some rapid growth. I predict that game openings will be snapped up very shortly so publishers take note.

Due to this, it is fortunate that the IDA constitutional uproar of this summer appears to be resolved and elections are proceeding now under the new constitution. To aid this effort, I urge you to join or renew your membership by sending your dues to Len Lakofka. IDA is also looking for volunteers for service projects as that is what it is all about.

You will notice some changes and new features in this issue. Most importantly, we have a new Associate Editor. DW finally got to be too much for Carol, so we found a good typist in the area who also had experience in editorial work. Welcome aboard, Jeanette!

Because of this change, we would like to ask that you send your contributions in as soon as possible and on a continuing basis. That way we won't have to do everything right before publication as in the past. Of course, late breaking news items can still wait until March. In addition to articles, we are looking for artwork and especially cartoons. Any applicable black and white photos are also solicited.

One interesting "article" in this issue is actually taken from "The Tiger Waits", a novel by Anton Myrer published in 1973. While interesting in itself, it shows that Diplomacy has made the big time, so to speak.

Another reprint, for which we give our thanks, is "Rewriting The Convoy Order" by Eric Verheiden. This was published in Diplomacy Review, the official journal of IDA. It is another good reason why you should join.

You will note that we have discontinued publishing press releases with the Hoosier Archives demonstration game. Instead we have interspersed the moves with the analysis. This was to save space and also because the players in the current HA demo game, aren't much for writing press. Several readers have complained that the press was a waste of space in DW. Of course press release articles are still solicited.

I would like to ask gamezine pubbers to send your news by letter rather than a note on your zine. It gets overlooked that way. Note the zines I'm missing on P. 37. Also 2nd copies of your zines would be appreciated so as to have a spare for the Archives.

Lastly, if an "x" appears below, this is your last issue. We hope you will resubscribe.



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IDA-NA, PROGRESS TOWARDS

A BETTER HOBBY

by LEN LAKOFKA

A Hobby Service Organization needs two things to work: 1. Volunteers, and 2. The ability to act rapidly (that is within a reasonable time frame of from 2 to 6 weeks). The old IDA had a reasonable number of volunteers but their work, in many cases, was not what the membership wanted. The old IDA can't move rapidly because of two major factors: 1. Too many non-working officers with no direct responsibilities, and 2. Too divergent of an organization - pretending internationalism when such a thought was impractical.

Therefore, at the Baltimore General Meeting, those assembled decided that reform was needed. We thought that three major items were required: 1. A smaller Council with EVERY officer having a distinct responsibility, 2. Creation of a North American branch which would seek to cooperate with other IDA branches to form a federation, and 3. A simple workable document that could be pliable and would last for a number of years instead of being outdated in a year or two. We moved to accomplish these three goals by authoring a Constitution of the IDA-NORTH AMERICA which would accomplish what we desired. We ran into one major stumbling block, the old Council.

At Baltimore it was agreed that there was too much debate in Council, too many useless bills, and a DIPLOMACY REVIEW which was of little or no value to the majority of members. Thus, we find the post Baltimore period bogged down with the old bureaucracy trying to maintain itself. Our Editor was making pronouncements even though there was a 34 to 1 no-confidence vote in his ability to edit. Other members of Council, some of whom had horrid voting records, were trying to maintain the old organization on technical grounds.

Even now our current 'Editor', elected by a lame duck Council, is changing the organization and making decisions when he has no authority to make them. We formed the IDA-NORTH AMERICA by passing the new constitution even though Mr. Grossman does not wish to recognize it. We did not let the non-North Americans vote on this change because it did not involve them. Non-North Americans, with almost no exceptions, do not pay dues to the treasury maintained in North America. Ergo they are not being disenfranchised. Yet, I do not care to debate these points farther. The call for elections has been made and nothing WILL change this. Thus, in 4-8 weeks we will have a new streamlined group.

Our new Council will have seven members:

President, Treasurer, Ombudsman, Periodicals Editor, Special Projects Editor, Canadian Projects Editor, and United States Projects Editor. Each of these seven have a specific duty that they are responsible for, unlike the old IDA Council in which only 5 of the 12 officers had a specific function. This smaller Council will allow for rapid debate and bill passage. We feel the new document is open to interpretation and thus is workable. The new Council can, if it wishes, pass a series of Council rules to govern procedures if the Council feels it is necessary. With two Editors we will have responsibility divided and thus content should be of more interest and value to the average member.

What we should do, while awaiting the voting results, is to begin to help the organization. If you wish to volunteer time on a regular or one-time basis or if you wish to author material on a regular or one-time basis for IDA Publications please contact me now. I will forward any material to the appropriate official after the election.

The post Baltimore period has been divisive. Now is the time to rebuild the hobby and to forget the past. The OLD IDA, for better or worse, is dead. Let's bury it with the honor it deserves for its pioneering years and forget what it became in 1976. A new IDA-NA, and the later IDA Federation, are a new hope for the hobby. Let's join together to make them work!



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THE DANCING SWORD

BY ADAM GRUEN

England is a fun country to play when you can ally yourself with either France, Germany, or Russia. England can be a terrible country to play if you cannot get any of these countries to ally with you. The subject of this article is to show any English player how he/she can come away not only with a full scalp, but also with a win as well.

The title of this article is called "The Dancing Sword" because that is essentially the situation England must achieve. In the beginning of the game, England is, or should be, concerned with getting an ally on the continent. This is not always an easy task. One must start by sowing mutual distrust between France and Germany, an easy job if either one or both of them is inexperienced. A favorite ploy is to show each country the other's letters, exposing the promises of the other. If both countries move to Burgundy in the Spring 1901 move, then England has it practically made, since both Germany and France would be more than willing to offer the sun and the moon to England. It remains then to choose the best offer of the two and stick with that ally.

An excellent idea to get the fun started early is to suggest to France that he/she should set up a Ruhr-Burgundy buffer zone with Germany! Why? Because if France really thinks that he/she has made a deal with Germany, and you convince Germany that moving into Ruhr would be a sure thing to get Belgium, then France will be quite annoyed with Germany when the buffer-zone pact is violated. Of course, the English player must be wary of that old nemesis, the France-German alliance. Therefore, don't press too hard for the Ruhr-Burgundy buffer zone, as those confidential jackals may get very suspicious.

As far as opening moves go, England has a few options. Unfortunately, England is the only country that can get a MAXIMUM of two builds in the first year. Hence, the English player must really decide what he wants to do (i.e.--who he wants to ally with) within the first year--he cannot afford the luxury of sitting on the fence forever. Most players will try the standard: Plan D: F Lon-Nth, F Edi-Nwg, A Liv-Edi.

While this seems to openly invite a French stab, it is in fact a fairly compact defensive position. In case the France moved F Ere-Eng, F Nth can always move back to Lon. While France may get sneaky and do something like convoy to Wales in Fall 1901, one rarely sees this opening. If you're that unsure of France at the beginning of the game, then don't play the standard Plan D.

Anyway, assuming a complacent France, who moves F Ere-Mid like a good man, F Lon-Nth opens up many a possibility. In addition to being able to move to Belgium, Holland, Denmark, or Norway, it can also convey A Edi to those places. Also, F Nth can support a convoy to Norway--though this often incenses the Russians, not necessarily a wise thing to do. Incidentally, this is why A Lvp moved to Edi and not to Yor. From Edi, A Edi can convoy to the above mentioned centers. A Yor does not have the capability to be convoyed to Norway via Norwegian Sea. Thus, being a reasonable, mature, logical, and sneaky English player, you ask why does anybody move to Yor on Spring 1901? There's this thing called a Russo-English alliance.....

Eliminating the possibility of a convoy to Norway will make Russia happy, and if you get that funny anti-German feeling running up and down your spine when he/she tells you how you and Germany will conquer the world, then a Russian ally is a very nice thing to have.

Note that A Yor can convoy to Norway. This is very important, because if you're not sure of how Germany will play, then sitting on your own fence may be a good idea after all. For example, if F Kie moves to Den, the German player usually is allied with you and you may proceed with the anti-Russian blitz. If F Kie moves anywhere else except Berlin or Baltic Sea in Spring 1901, then the alarms should ring and an attack on Russia is not suggested.

There are a large number of possibilities here, and one you should watch out for is the delayed German stab--F Kie to Den, then F Den-Nth. If this happens, and you have already convoyed to Norway, then things could get sticky--but remember, the name of the game is Diplomacy, and if you have any skill in it, you will convince the Russian that Norway is merely a springboard for a convoy back into the continent. It especially helps if France is allied with you.

The optimum situation for England is one where he can pick up both Norway and Belgium in the first year. Belgium is a tough neutral to win, because frankly, everybody wants it (except for Russia, Turkey, Austria, and Italy). If you can get Germany to agree to a hands-off policy on Belgium, and can convince France not to move to Picardy, then Belgium is yours.

(Again, that Ruhr-Burgundy buffer zone comes in very handy, for if Germany can't move to Ruhr, and France can't move to Burgundy, then Belgium becomes slightly easier to acquire.

Germany could move F Kie to Hol, of course, and then Hol to Bel, but once he moves the Fleet to Holland, the cards are played anyway, and to know who your enemies are in this game is almost worth a unit in itself!)

Let us assume that you have successfully convoyed A Edi to Bel, and have taken Nwy with F Nwg (Ala Plan D3: See later in article). You have two builds coming. What do you do now? Fleets or Armies, and where? This depends upon the situation, which is about as constant as the British pound. (What does that mean??) If France went for the Iberian Peninsula, then he presumably has two builds coming and a choice of allying with either you or Germany. Lo and behold, Germany has two builds also and is trying to decide whether to ally with you or France.

The best building combination for England in Spring 1901 is A Edi and F Lon. Why?

If Germany and France are at war with each other, then it is quite possible that both will build armies and not navies. This offers England a golden opportunity to use F Lon any way he wishes. For example, if England is allied with France, then F Lon can move to English Channel in defense or attack of Belgium. If England is allied with Germany, F Lon can move to Eng for a different reason.

A Edi is a safe and sound build. It sets up possible convoy routes all over the place--especially if one has F Nth and F Eng or F Nwg. A Edi can go against the French, Germans, or Russians, depending upon the situation. It is a good unit to have, and if ever one should get two builds, one of them should be A Edi. After all, what do you think Birsan's first name is?

Time to get down to brass tacks. England is a country that can be played many ways--but don't try them all in one game. Pick an ally and stay with him/her until you no longer need that ally. This is the Dancing Sword philosophy. For example, if you have an alliance with Germany, and by 1905 both France and Russia have been destroyed, make a deal with Italy/Austria/Turkey and "sandwich" Germany. If the German player is not expecting a stab, the attack can be a disastrous one for him/her.

Above all else, maintain a continental toe-hold. DO NOT spread yourself thin by placing English fleets all over the place. Build Armies! What with more fleets than anyone else to start off with, and being defended as much by the sea as by your own fleets, you should attempt to establish yourself on the continent. This means allying yourself with France or Germany, although there is a chance that a coordinated Anglo-Russian alliance with Italian help can destroy a Franco-German alliance.

Following is a list of openings. Unlike last part, I will go into the Fall 1901 move follow-up, mainly because almost all Spring 1901 moves are identical. Almost.

ANTI FRENCH OPENING;

Plan A: F Lon-Eng, A Lvp-Yor, F Edi-Nth
Plan B: F Lon-Eng, A Lvp-Wal, F Edi-Nth
Plan C: F Lon-Eng, A Lvp-Wal, F Edi-Nwg

ANTI FRENCH OPENING DEFINITE (Fall 1901)

Plan A1: F Eng S F Nth C A Yor-Bel,
F Nth C A Yor-Bel.
Plan A2: F Eng S F Nth-Bel, A Yor-Lon
Plan A3: F Eng-Mid, F Nth-Eng, A Yor-Lon
Plan A4: F Eng & F Nth C A Yor-Bre
Plan A5: F Eng-Bre, F Nth C A Yor-Bel
Plan A6: F Eng & F Nth C A Yor-Pic
Plan B1: F Nth-Bel, F Eng C A Wal-Bre
Plan B2: F Nth-Bel, F Eng C A Wal-Pic
Plan B3: F Nth S F Eng, F Eng C A Wal-Bre
Plan B4: F Nth S A Wal-Bre, F Eng C A Wal-Bre
Plan B5: F Eng C A Wal-Bel, F Nth S A Wal-Bel
Plan C1: F Eng C A Wal-Pic, F Nwg-Nat
Plan C2: F Eng C A Wal-Bre, F Nwg-Nat
Plan C3: F Eng C A Wal-Bre, F Nwg-Nwy
Plan C4: F Eng C A Wal-Bel, F Nwg-Nwy*

*--This opening may be used as a delayed German stab. Make sure the French player understands it.

STANDARD OPENING MOVE:

Plan D: F Edi-Nwg, F Lon-Nth, A Lvp-Yor

PRO-RUSSIAN STANDARD OPENING MOVE:

Plan E: F Edi-Nwg, F Lon-Nth, A Lvp-Yor

ANTI RUSSIAN DEFINITE OPENING (Fall 1901)

Plan D1: F Nwg C A Edi-Nwy, F Nth S A Edi-Nwy
Plan D2: F Nwg C A Edi-Nwy, F Nth-Ska
Plan D3: F Nwg C A Edi-Nwy, F Nth-Bel
Plan D4: F Nth C A Edi-Nwy, F Nwg-Bar
Plan D5: F Nth C A Edi-Nwy, F Nwg S A Edi-Nwy
Plan D6: F Nth C A Edi-Nwy, F Nwg S F Nth C A Edi-Nwy

TRUE NEUTRAL MOVE DEFINITE (Fall 1901)

Plan D7: F Nth C A Edi-Bel, F Nwg-Nwy

ANTI GERMAN DEFINITE (Fall 1901)

Plan D8: F Nth C A Edi-Hol, F Nwg-Nwy
Plan D9: F Nth C A Edi-Den, F Nwg-Nwy
Plan D10: F Nth-Hol, F Nwg C A Edi-Nwy
Plan D11: F Nth-Hol, F Nwg C A Edi-Nwy
Plan D12: F Nth-Den, F Nwg C A Edi-Nwy
Plan D13: F Nwg-Nwy, F Nth C A Yor-Hol
Plan D14: F Nwg-Nwy, F Nth C A Yor-Den

I think I have listed just about all the normal permutations of an English opening year. Discussing other ones, while certainly plausible and sometimes called for, is not worthwhile here. Besides, there are already too many possibilities listed here.

The "Middle Game" for England is more clearly defined than any other country, for as England is an island, it can be attacked only by another naval power. As fleets take time to

build, the English player can see a stab coming and try to counteract it. Back to the Dancing Sword philosophy.

Here are some interesting scenarios, listed in bite-sized capsules for easy consumption:

FRANCE+ENGLAND vs. GERMANY: Advantages: Removal of German threat, springboard for attack against Russia/Austria. Disadvantages: Removes main threat to Russia, invites fall-out over German centers. Things to watch out for: Turkish/Russian alliance, Italian/Austrian/Russian alliance, and a stab by France and Russia combined.

GERMANY+ENGLAND vs. FRANCE: Advantages: Removal of French threat, springboard for attack against Italy and inevitably eastern alliance. Disadvantages: Removes threat to Italy, Germany, and invites immediate stab by Germany. Things to watch out for: Russian/Austrian alliance, Turkish/Italian alliance.

The English player must always look out for "blocks". A Block is a country or group of countries which is very large and powerful and practically unstable. It is very tempting to ignore the rest of the board and concentrate on France, Germany, and Russia, but this is a mistake. The usual "block" is a Turkish one. If the Turks are allied with the Italians against the Austrians, then an Anglo-German alliance is best. This is so because after France is dead and buried, Italy can concentrate on the Turks with English promises not to invade, and then the Turkish block is reduced. A healthy France, however, invites a stabbed Italy, and therefore a big Turkey.

If the Turks are allied with either the Austrians or the Russians, then things get more complicated. The worst thing that can happen to an English player is to attack Russia while Turkey is allied with Austria, because all that does is remove a potential problem for Turkey. If England is therefore allied with Russia, it follows that a Franco-English alliance will work out better. A Russo-Turkish alliance almost demands a French-English alliance, with Germany, Austria, and Italy get scrunched in the inevitable East/West battle.

A good English player, then, will always keep an eye on Turkey. Keeping an eye on Turkey forces the other eye on Italy, Austria, and Russia. This will make the English player cross-eyed, as he must also look out for France & Germany.

At any rate, playing England has its ups and downs. More often than not, England will be a strong country that is one out of three or four left from the original seven. Remember: Pick an ally, and keep that ally. Don't go around stabbing everybody in sight for an extra center somewhere. NEVER, NEVER let any country get too strong in fleets. Next time,
PART III: FRANCE, The Sleeper

THE BOARDMAN NUMBERS AND YOU

by DOUG BEYERLEIN

This autumn I, as Boardman Number Custodian, made a decision that may affect every player in the hobby. This was the decision to charge one dollar for the assignment of a Boardman Number to each starting game of postal Diplomacy. This decision was made so that the Boardman Numbers and EVERYTHING (the official publication of the BNC) would have a stable base in the future. The expense of producing EVERYTHING, which is traded with all other interested zines, is about \$200 a year. In the past this expense was covered by subsidies from IDA and GRI. However, when GRI sold Diplomacy to Avalon Hill GRI stopped its share of the subsidy and Avalon Hill decided that it could not justify the expense of directly supporting the Boardman Numbers. That presented me with a problem: either I would have to cover the expenses out of my own pocket or find another form of funding. After consulting with the publishers via a questionnaire in EVERYTHING I decided that the best solution was to institute the one dollar fee.

As you might guess, although most of the publishers have voiced no opposition to this fee and understand the need for it, a few are upset. These people have stated their opposition in their respective zines and I have replied in a



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very lengthy article in EVERYTHING #29 (a copy of which can be obtained from John Westig, 2115 N.W. Elder St., Corvallis, Oregon 97330, for 30¢). But how does this affect you as a player?

If a publisher/gamesmaster does not include the one dollar fee with the application for a Boardman Number for his new game then no number will be assigned to the game. The fee must be paid by the Fall 1901 season and sent in by the publisher or gamesmaster to the ENC or John Westig, publisher of EVERYTHING. It does not matter to me whether the dollar comes from the publisher, gamesmaster, or one or more of the players. If it is distributed equally among the seven players the fee will amount to only 15 cents per player. Hardly a major sum in this day of inflation.

A game without a Boardman Number will not be reported in EVERYTHING. This means that the game will not become part of the historical record of the hobby. Nor will it be included in most rating lists, as they use the finished game reports printed in each issue of EVERYTHING for their calculations. This may not be important to players planning on losing their games, but anyone who wins or does well likes to get recognition for their achievements.

If all of this is important to you then express your opinion to your gamesmaster. When considering zines for game openings find out how your new gamesmaster plans on handling the one dollar fee and choose accordingly. That way when you pull off that beautiful win in 1906 it will get reported in EVERYTHING for everyone to see if you planned ahead and played in a game with a Boardman Number.

THE WONDERFUL WORLD OF DIPLOMACY

Dear Len -

I just got L.D. today.
Whaddaya mean, "remove one" !?!?!? It's only Spring 1901!

Edi

ecw

REWRITING THE CONVOY ORDER

by ERIC VERHEIDEN

The 1971 Diplomacy Rulebook, while a definite improvement over the old, still leaves a lot to be desired in certain areas. The most flagrant deficiency would have to be the section on convoys and in particular Rule XII.5 which states:

A CONVOYED ATTACK DOES NOT PROTECT THE CONVOYED FLEETS. If a convoyed army attacks a fleet which is supporting a fleet which is attacking one of the convoying fleets, that support is not cut.

The first hurdle to be overcome is simply in understanding its rather convoluted wording. Once that has been done, the second problem arises when one notes that the heading does not necessarily have anything to do with the rule itself.

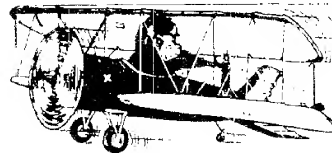
Consider the following example:

(1) ENGLAND: A Lon-Den, F Nth C A Lon-Den, F Swe S A Lon-Den

RUSSIA: F Nrg-Nth, F Nwy S F Nrg-Nth

GERMANY: F Hol-Nth, F Den S F Hol-Nth

According to Rule XII.5, the convoyed attack does not cut the support of GF Den, which is just fine since the stalemate in the North Sea is maintained. However, there is then nothing to prevent the convoyed attack from succeeding, with the support of EF Swe, in dislodging GF Den. Since according to Rule X dislodged units



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may not give valid support, the stalemate in the North Sea is broken and EF Nth is dislodged, preventing, according to Rule XII.3, the convoyed attack from ever having taken place to begin with. Aside from the paradox involved, it is apparent in this case that far from protecting the convoying fleet, the convoyed attack has the effect of forcing its dislodgement.

Even this is not the worst of it; while (1) can be adjudicated by the relatively simple expedient of interpreting Rule XII.5 as overruling Rule X (thus allowing GF Den to be dislodged while still giving valid support), no such easy solution is possible in the following cases:

- (2) A. ITALY: A Rom-Tun, F Tyr C A Rom-Tun
/r/, F Nap S F Tyr, F Alb-Ion, F
Adr S F Alb-Ion
 TURKEY: A Gre-Nap, F Ion C A Gre-
Nap, F Tun S F Ion
 FRANCE: F Lyo-Tyr, F Wes S F Lyo-Tyr
 B. ITALY: A Rom-Tun, F Tyr C A Rom-Tun,
F Nap S F Tyr, F Alb-Ion, F Adr S
F Alb-Ion
 TURKEY: A Gre-Nap, F Ion C A Gre-
Nap /r/, F Tun S F Ion
 FRANCE: F Lyo-Tyr, F Wes S F Lyo-
Tyr
 (3) A. RUSSIA: A Sev-Con, F Bla C A Sev-
Con /r/
 ITALY: A Nap-Bul, F Ion C A Nap-Bul,
F Aeg C A Nap-Bul /r/
 TURKEY: F Ank-Bla, F Bul(ec) S F
Ank-Bla, F Smy-Aeg, F Con S F Smy-
Aeg
 B. RUSSIA: A Sev-Con, F Bla C A Sev-
Con
 ITALY: A Nap-Bul, F Ion C A Nap-Bul,
F Aeg C A Nap-Bul
 TURKEY: F Ank-Bla, F Bul(ec) S F
Ank-Bla, F Smy-Aeg, F Con S F Smy-
Aeg
 (4) ENGLAND: A Wal-Bel, F Eng C A Wal-
Bel, F Lon S F Eng
 FRANCE: F Ere-Eng, F Mid S F Ere-Eng
 GERMANY: F Den-Nth, F Bel S F Den-
Nth
 RUSSIA: A Nwy-Lon, F Nth C A Nwy-Lon

For both (2) and (3), we have two equally valid adjudications (A and B), each completely consistent with the 1971 Rulebook as it stands, and, especially in (2), with nothing to recommend either adjudication over the other. In (4) --the so-called "Pandin's Paradox"--there is no valid adjudication at all, since it can be seen that if the English convoy is allowed to take place, there is nothing to prevent the Russians from cutting the support of EF Lon, allowing the dislodgement of EF Eng by the French. Conversely, if the English convoy is prevented from taking place, i.e., if EF Eng is dislodged, RF Nth is similarly dislodged, preventing the attack on London and thus the dislodgement of EF Eng.

Clearly, the problem with Rule XII.5 is not a mere matter of interpretation, it is a matter of a basic deficiency in the rule itself. A consistent solution to this problem entails first the scrapping of Rule XII.5 altogether and second its replacement by something like the following:

A CONVOYED ATTACK MAY NOT AFFECT THE CONVOYING FLEETS. If a convoyed army's attack would affect the outcome of an attack on any of its convoying fleets, however directly or indirectly, then the convoyed attack may not take place and the army to be convoyed must hold in its original position.

To see if a convoyed attack is allowed under this rule (and Rule XII.3), first check to see if any of the convoying fleets are dislodged if the position is adjudicated without the convoyed attack taking place, i.e., as if the army to be convoyed had been ordered to hold instead of move. If any of the fleets are dislodged, the convoyed attack is disallowed. If not, check to see what happens if the convoyed attack does take place. Only if none of the convoying fleets are dislodged in this case as well is the convoyed attack allowed to take place.

In practice, such a procedure should be necessary only in extremely rare situations, if ever. However, it does provide a way to consistently and uniquely adjudicate any position involving all the convoyed attacks, whether the fleets involved are dislodged or not, and then adjudicating the position normally.

It might be mentioned in closing that this rule is completely consistent with boardman's rule (support is not cut by an attack, successful or not, from the space into which the support is given) and, with certain restrictions, Brannan's rule (convoyed attack is treated as coming from the last convoying fleet) which some gamemasters use in place of or in addition to certain rules in the 1971 Rulebook.

SUPERNOVA! is a science fiction gaming magazine printed by Flying Buffalo Inc. It is published irregularly (2 or 3 times a year), offset-printed, booklet format, and the latest issue was 20 pages long. Subscriptions are 5 issues for \$2. Issue #26 had news of sf games, survey results, notes about STELLAR CONQUEST from the designer, letters, book reviews, STARSHIP COMBAT variants, part one of a game MONSTER SLAYERS, chapter one of THE MCGONIGLE CHRONICLE, and ads from subscribers. To subscribe, send check or money order to Flying Buffalo Inc, Box 1467, Scottsdale, AZ 85252. Sample copy 50¢. We accept MasterCard! (To charge anything sold by Flying Buffalo, send us your MasterCard number and expiration date.)

ARCHIVES PUBLISHERS SURVEY NO. 11

by WALT BUCHANAN

Since last printed in DIPLOMACY WORLD III, 2, this chronological list of when currently active Diplomacy GMs started publishing is very much out of date. This is due to many new zine starts, address changes and the high attrition rate of Diplomacy publishers in general. I have listed all publishers in order from the time they began publishing and noted with an asterisk

the ones that have had publishing breaks of over three months. Several British GMs aren't listed that may be active since I haven't heard from them in response to a trade. I'd like to encourage all present and potential pubbers to trade with me as well as Doug Beyerlein, the Boardman Number Custodian, so we can keep up-to-date records on the hobby.

1963

1. May 12 John Boardman, 234 E. 19th Street, Brooklyn, New York 11226

1965

2. Apr 1* Conrad von Metzke, 5005 Diane Avenue, #4, San Diego, California 92117

1966

3. Feb 22* Charles Reinsel, Box 33, Leeper, Pennsylvania 16233
4. Jul 5* Rod Walker, 1273 Crest Drive, Encinitas, California 92024
5. Jul 15 Hal Naus, 1011 Barrett Avenue, Chula Vista, California 92011

1967

6. Dec* Doug Beyerlein, 240 Hawthorne, Apartment F, Palo Alto, California 94301

1969

7. May 18 Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657
8. Jul 2 Don Turnbull, 5 Greenlands, Red Cross Lane, Cambridge, CB2 2QY, Great Britain
9. Dec* Chris Schleicher, 40 West Apple Hill Lane, Apt. 205, Prairie View, Illinois 60069

1970

10. Jan 29 Andrew Phillips, 128 Oliver Street, Daly City, California 94014
11. Nov Greg Warden, 804 South 48th Street, Philadelphia, Pennsylvania 19143

1971

12. Jan 24 Walter Buchanan, R. R. #3, Box 324, Lebanon, Indiana 46052
13. Sep Herb Barents, R. R. #4, 1142 South 96th Avenue, Zeeland, Michigan 49464

1972

14. Jan 1 Burt Labelle, Forest Park #23, Biddeford, Maine 04005
15. Jan 31 John Boyer, 117 Garland Drive, Carlisle, Pennsylvania 17013
16. Jan 31 John Piggott, Flat 6, 15 Freeland Road, London W.5, Great Britain
17. Jan 31 Paul Wood, 2616 Kenwyck, Troy, Michigan 48098
18. Feb 7 Edi Birsan, Apartment 302, 35-35 75th Street, Jackson Heights, New York 11372
19. Mar Fred Davis, 3012 Oak Green Court, Ellicott City, Maryland 21043
20. Aug 11 Richard Walkerdine, 43 Chapel Grove, Addlestone, Weybridge, Surrey, KT15 1UG, Eng
21. Sep Jim Benes, 417 South Stough Street, Hinsdale, Illinois 60521
22. Sep John Leeder, 1903 42nd Avenue SW, Calgary, Alberta, Canada T2T 2M6
23. Oct Richard Sharp, 27 Elm Close, Amersham, Bucks, Great Britain
24. Oct 14* David Staples, P.O. Box 651, West Fargo, North Dakota 58078
25. Nov 15 Mick Bullock, 14 Nursery Avenue, Halifax, Yorkshire, HX3 5SZ, Great Britain
26. Dec Enrico Manfredi, Via Vecchia di Barbaricina, 20, I-56100, Pisa, Italy

1973

27. Jan 1 Don Horton, 16 Jordan Court, Sacramento, California 95826
28. Feb Will Haven, 4, Victoria Street, Chorley, Lancs., PR7 2TX, Great Britain
29. Jun 15 Robert Lipton, 556 Green Place, Woodmere, New York 11598
30. Aug John Coombe, Luney Barton Farm, St. Anstell, Cornwall, Gt. Britain PL26 7JH
31. Sep Dan Gallagher, 307 Dean Drive, Rockville, Maryland 20851
32. Oct ? Peter Walker, R. R. 3, Belfast, Prince Edward Island, Canada C0A 1A0
33. Nov Peter Shamray, 10614 LeConte Avenue, Los Angeles, California 90024
34. Dec 21 Steve Norris, 2850 Georgetown #4, Memphis, Tennessee 38118

1974

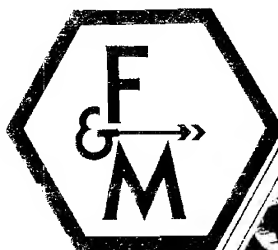
35. Jan 1 Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022
36. Feb 24 Roland Prevot, 14 Avenue Theophile Gautier, 75016 Paris, France
37. Mar Robert Correll, 44 Rawlinson Avenue, Toronto, Ontario, Canada M4P 2M9
38. Mar 20 David Allen, 11, Alma Heights, Off Cavendish Way, Mickleover, Derby, DE3 5BJ England
39. Mar 25 Anthony Kniaz, 3975 Haverhill, Detroit, Michigan 48224
40. Apr 23 Francis McIlvaine, 56 E. Silver Birch Drive, Rochester, New York 14624
41. Apr 27 Douglas Reif, 67 Grosvenor Road, Kenmore, New York 14223
42. Jun Raymond Heuer, 102-42 Jamaica Avenue, Richmond Hill, New York 11418
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44. Jun 3 Gil Neiger, Box 4293, Brown University, Providence, Rhode Island 02912
45. Jun 21 Ed Kollmer, Box 2, Great Barrington, Massachusetts 01230
46. Jul John Lovibond, 1 Oak Lea Avenue, Fulshaw Park, Wilmslow, Cheshire, SK9 1QL, England
47. Jul 20 Dave Kadlecik, University of Santa Clara, Santa Clara, California 95053
48. Jul 24 Bruce Schlickbernd, 6194 East 6th Street, Long Beach, California 90803
49. Jul 27 Harry Drews, P.O. Box 282, Kitchener, Ontario, Canada N2G 3X9
50. Jul 27 Randolph Smyth, 249 1st Avenue, Ottawa, Ontario, Canada K1S 2G5
51. Aug 25 Mike Homeier, 238 North Bowling Green Way, Los Angeles, California 90049
52. Sep Greg Hawes, 16 Crescent Road, Sidcup, Kent, DA15 7HN, Great Britain
53. Sep 10 Bob Hartwig, 5030 North 109th Street, Longmont, Colorado 80501
54. Sep 11 Robert Sacks, 4861 Broadway, Apartment 5-V, New York, New York 10034
55. Oct Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107
56. Oct 27 Larry M. Fong, P.O. Box 11090, Oakland, California 94611
57. Nov Doug Wakefield, 115 Acre Lane, Cheadle Hulme, Cheshire, SK8 7PB, Great Britain
58. Nov 1 Peter Birks, Darwin College, University of Kent., Canterbury, Kent., Great Britain
59. Nov 5 David Head, Box 1231, Huntsville, Ontario, Canada POA 1K0
60. Dec ? Greg Costikyan, 1675 York Avenue, New York, New York 10028
61. Dec Laurence J. P. Gillespie, 23 Robert Allen Drive, Halifax, Nova Scotia, Can. B3M 3G9
62. Dec 10 Ernie Demanelis, 106 Wilson Avenue, Morgantown, West Virginia 26505
63. Dec 15 David Truman, 30 Prince Rupert Avenue, Toronto, Ontario, Canada M6P 2A7

1975

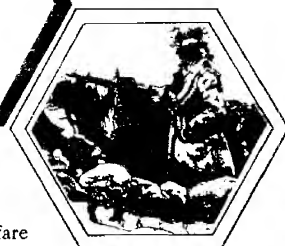
64. Jan Walter Luc Haas, Postfach 7, CH-4024, Basel 24, Switzerland
65. Jan 24 Blair Cusack, 1620-42nd Street, SW, Calgary, Alberta, Canada T3C 1Z5
66. Feb 7 Richard Kovalcik, Room 205, Bexley Hall, 50 Massachusetts Ave., Cambridge, MA 02139
67. Feb 8 Ake E. B. Jonsson, Box 176, S-981 01 Kiruna 1, Sweden
68. Feb 23 Philip Murphy, 41/43 Park Avenue, Belfast, North Ireland BT4 1PU
69. Mar Russell Fox, 5160 Donna Avenue, Tarzana, California 91356
70. Mar 6 Phil Stutt, 10 Muller Road, Borfield, Bristol 7, Great Britain
71. Mar 17 David Holmes, 151A Hincks Street, New Hamburg, Ontario, Canada NOB 2G0
72. Apr 1 Roger Oliver, Box 452, Denville, New Jersey 07834
73. Apr 17 Ferkin Doyle, 639 Bainbridge Street, Philadelphia, Pennsylvania 19147
74. May 14 Ben Grossman, 29 East 9th Street, #9, New York, New York 10003
75. Jun 13 Clive Booth, 71 Clara Mount Road, Langley, Heanor, Derbyshire, DE7 7HS, Gt. Britain
76. Jun 13 Graham Mills, 236 Brooklands Road, Weybridge, Surrey, Great Britain
77. Jun 29 Brad E. Hessel, 232 West 24th Street, #5R, New York, New York 10011
78. Jul William A. Clumm, R. R. #1, Amesville, Ohio 45711
79. Jul Stephen Pratt, 15 Craneford Close, Twickenham, Middlesex, TW2 7SD, Great Britain
80. Jul 11 Cal White, 1 Turnberry Avenue, Toronto, Ontario, Canada M6N 1P6
81. Jul 25 Fred Brenner, 2821 West 12th Street, Brooklyn, New York 11224
82. Aug Andy Evans, 36, Brynmill Terrace, Brynmill, Swansea, SA2 0BA, Great Britain
83. Aug Adam Gruen, 470 North Street, Harrison, New York 10528
84. Aug Peter Mearns, 10, Moy Terrace, Inverness, Scotland
85. Aug 8 Richard Greenwell, 28 Pond Road, Sydney Mines, Nova Scotia, Canada B1V 2X4
86. Aug 12 Carl Adamec, 6221-A NC6, Cornell University, Ithaca, New York 14853
87. Sep Roy Taylor, 63A St. Nicolas Park Drive, Nuneaton, Warks, CV11 6DZ, Great Britain
88. Sep 1 Michael Muchnik, 2520 Hyacinth Court, Westbury, New York 11590
89. Sep 21 Jeremy Paulson, Apartment C-19, 63-60 98th Street, Rego Park, New York 11374
90. Nov Larry Dunning, 46 Holmesdale Road, West Midland 6056, West Australia
91. Nov Paul Simpkins, 104, Combs Hill, Dewsbury, West Yorkshire, WF12 0LQ, Great Britain
92. Nov 25 Richard Ware, TEP 253 Commonwealth Avenue, Boston, Massachusetts 02116
93. Dec Dennis Agosta, 16 South Wilber Street, Belleville, New Jersey 07109
94. Dec ? Jeremy Maiden, 20 Newport Road, Gwncarn, Gwent., Industrial South Wales, Gt. Britain
95. Dec ? Ron Rayner, 32 Wentworth Avenue, West Finchley, London, N3 1YL, Great Britain

1976

- 96. Jan Drew McGee, 100 Belmont Place, Apartment 6-J, Staten Island, New York 10301
- 97. Feb 7 Robert Sergeant, 3242 Lupine Drive, Indianapolis, Indiana 46224
- 98. Feb 28 John Malay, %Chatham Arts, 12 Commerce Street, Chatham, New Jersey 07928
- 99. Apr 8 Alan Rowland, College Station, P.O. Box 2173, Easton, Pennsylvania 18042
- 100. Apr 16 Peter Swanson, 6 Welford Place, Wimbledon, SW19 5AJ, Great Britain
- 101. May Peter Dale, 3577 Derry Road East, Apartment 809, Mississauga, Ont., Canada L4T 1B3
- 102. May 15 David Schwartz, 569 S. Springfield Ave, Springfield, New Jersey 07081
- 103. Jul Paul Humphreys, 27 Furrowfolde, Kingswood, Easildon, Essex, Great Britain
- 104. Jul 1 Donald G. Wileman, Rm. E9, Champlain College, Trent Univ., Peterborough, Ont., Can.
- 105. Jul 3 Clifford A. Mann II, 823 Marcy Avenue, Apartment 101, Oxon Hill, Maryland 20021
- 106. Aug Bob Brown, 141 Victoria Road, Fulwood, Preston PR2 4NP, Lancs, Great Britain
- 107. Aug Ron Canham, 30, Elagdon Road, Lewisham, London, SE13 7HH, Great Britain
- 108. Aug Steve Hill, 43, Robins Way, Hatfield, Herts, AL10 9QQ, Great Britain
- 109. Aug Norman Williams, 135 Saint Albans Road, Barnet, Herts, EN5 4LD, Great Britain
- 110. Aug 18 Ken St. Andre, 2232 East Pinchot #8, Phoenix, Arizona 85016
- 111. Sep Paul Willey, 37 Meadow Way, Theale, Reading, Berks, RG7 4AU, Great Britain
- 112. Sep 1 Will McCullam, Fairmount Road, Newbury, Ohio 44065
- 113. Nov Bob Beardsley, 17 Moryan Road, Edison, New Jersey 08817
- 114. Nov W. Elmer Hinton, Jr., 20 Almont Street, Nashua, New Hampshire 03060
- 115. ? Bill Eandon, P.O. Box 68E, Moseman Avenue, R.R. #2, Katonah, New York 10536



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POSTAL DIPLOMACY STATISTICS

BY RUSSELL FOX

A while back, Walt Buchanan asked me to do an article based on my statistics in EVERYTHING. I think that the only reason I'm doing this is that it's forty degrees outside and I have nothing better to do. So here are the statistics themselves:

MOST SUPPLY CENTERS OWNED:

1901-8, Len Lakofka, Russia, 1971EE
1902-10, Peggy Bowers, 1970 AQ; William Atteberry, 1972G; Michael Grayn, 1972AF; John Hendry, 1972AP
1903-13, Michael Grayn, 1972AF
1904-16, Brenton VerPloeg, 1969CG; Michael Grayn, 1972AF; Michael Rocamora, 1972AP, Michael Grayn, 1972CY
1905-21, Michael Grayn, 1972CY

ELIMINATIONS:

earliest 1 country: 1902-1966O, AT, 1967AT, 1971AQ, 1972W, AW, GB, 1973EA, FH, IU, 1974Y, BH, BO, CB, EC, HP
earliest 2 countries: 1903-1967T, 1968P, 1972EG, 1974DE, EC
earliest 3 countries: 1904-1965H, 1968AE, 1972DV
earliest 4 countries: 1905-1968AE, 1972AW, 1973DQ
earliest 5 countries: 1905-1972AW, 1972DV

SURVIVAL:

longest 7 countries: 1911-1972Y
longest 6 countries: 1915-1972A
longest 5 countries: 1919-1966L (game end)
longest 4 countries: 1926-1967U
longest with less than 5 centers: 18 years, George Heap, 1967U
longest constant: 13 years-civil disorder, England, 1966L

Gene Prosnitz, Italy, 1968A

SUPPLY CENTERS:

fewest owned by a winner at any time: 2, 1972DM
most owned by a country eliminated: 14, 1969CF
fewest owned in 1905 by a winner: 4, 1966Z, 1969B
fewest owned in 1906 by a winner: 5, 1967AV, 1968W, 1968B
fewest owned in 1907 by a winner: 6, 1968K, CC, 1969E, 1973CE
fewest owned in 1908 by a winner: 6, 1968CC

fewest owned in 1909 by a winner: 5, 1968CC

fewest owned in 1910 by a winner: 6, 1968CC

Most countries eliminated in one year: 3-1970A, 1972AW, CP, DT, EY; 1973CT, EG; 1974Y, AW

Most players in a game: 22, 1969R

Most GMs for a game: 6, 1969CJ

Most supply centers at a games end: 28, Rick Brooks, 1970AD

Most supply centers lost in one year: 7, 1969B, 1972BJ, DX; 1974EF

Most supply centers gained in one year: 9, 1972BJ

WINS AND DRAWS:

Longest game to a win: 1929, 1969CF
Shortest game to a win: 1904, 1974HI
Longest game played to a draw: 1926, 1967A
Shortest game played to a draw: 1904, 1972EU, 1973EH, 1974C, 1974CB

These are only the statistics on players. The game/zine statistics will not be with them, as I don't know where I put them...

In the next issue of DIPLOMACY WORLD will be the other statistics, and a comparison of the two.

However, before I leave you, I would like you to hear me out on this little proposal: I'd like all GMs starting as soon as possible to submit with the usual names when a game starts, MIDDLE INITIALS OF ALL THE PLAYERS. This really doesn't take much time, as all the GM has to do is instead of saying "A.-Russell Fox" say "A.-Russell C. Fox." I hope all GMs will do this, and you can help out your GMs by submitting your middle initial.

The reason I am asking people to do this, is that it is difficult if not impossible to say how many players are in this hobby if there are three "John Does." This proposal will make my count as accurate as possible. There are no doubt quite a few duplicates, if only that there are two "Russell Fox's" in Tarzana, CA.

In case you have a comment, or have found an error in any of this material, please write me at the following addresses: Russell Fox, 5160 Donna Avenue, Tarzana, CA. 91356. Updates of these records are printed in EVERYTHING for the benefit of all.

ITALY'S P-V OPENING

by CURT GIBSON

In my opinion, the prettiest opening on the map is what I call the Pinevale, the Pleasant View, or the Peavey. It perfectly retains Italy's ambiguous balancing act, with a maximum of future options and a minimum of weakness.

Your Spring 1901 orders are A Ven-Pie, A Rom-Ven, F Nap-Ion. Armies in Piedmont and Venice, in the pines and the vale, are like the hook and point of a logger's cant-dog, often called a peavey. The fleet in the Ionian is the handle that gives you leverage. The fate of Europe is in your hands. Every opponent not in your close confidence is now wondering who you will grant your favors to. Will you turn out to be a Monster Machiavelli, out to win by hook or by crook? Or a Marilyn Monroe, prettily preferring 2nd or 3rd, or a Magnificent Madonna, content with 4th or 5th while carefully working to reward the good and punish the bad and make the game a memorable lesson to all?

England, Turkey and Italy are the slow starters. England is the adventurous sailor-boy, Turkey's the puffing pasha, often called "the sick man of Europe," and Italy's the juggler, the tight-rope walker, the watch-dog, the Ajax bearing the weight of the world.

The prize of the Low Countries between early-blooming France and Germany tempts them into instant rivalry. They can seldom resist this atavistic call of the wild, a Romulus and Remus Geminite duel. With this in the nature of things, the Chalons sur Marne, France needs a peaceful Italian flank and will really appreciate it, if handled carefully by you. And sooner or later, you're going to need a French fleet or two to help you hold the Mediterranean. So I would at least try to take France into my confidence, in preference to any other power. But in postal Diplomacy, you are likely unacquainted, so don't assume too much.

With the P-V Opening, I would also take England into my confidence. I would tell both France and England exactly what my spring orders were going to be. I'd say, now Mama Italy wants you two to be good little boys, and promise me you won't hurt each other. And to influence England, you need a nice friendly relationship with Russia. Maybe Muscovy would like your help vs. Turkey or Austria-Hungary, for which he'd let England guide his hand in the Baltic or Warsaw regions. Don't let on that you know you need Russia in the Balken sector even more than he needs any help from you.

But how can I make France trust me with an army in Piedmont menacing Marseilles, a juicy supply center? You have to be very frank with the Franks in order to manage it, both before

and after you make the P-V. Tell them you won't try the Venice-Tyrol move because it alarms Germany, and if backed by Rome-Venice, it means all-out war with Austria. Also, you intend Piedmont to Tyrolia in autumn if Austria has been less than helpful. With Venice supporting, it should succeed.

Unless you know a lot about your opposition beforehand, I can't see how Italy can hope for more than 1 build in '01. In the P-V you are eyeing Tunis and Greece with about equal hopes, and are not aiming to get Marseilles. You are counting on winning France's permanent friendship by 3 things: a rare display of almost complete frankness, demonstrating reliability by P-V as predicted, and by establishing good relations with England and Russia and getting England to help France take Belgium (or do it some other favor).

Ven-Tyr in Spring '01 can be an embarrassing failure if either Germany or Austria go for Tyrolia too, or if with Trieste to Venice, your army in Tyrolia is isolated. Of course, if you really want to do Russia or Turkey a nice favor, and count on their future reward of same, go ahead. But you'll surely make a deadly enemy of Austria, and maybe of Germany, its natural ally.

The main tactical purpose of the P-V is to force an army into Tyrolia, where it threatens 3 German and Austrian supply centers--Munich, Vienna and Trieste. Austria is your most natural enemy, and if you can persuade Russia to drive on Vienna, good. If you can convince Turkey that for its supporting you into Greece, you will get your Russian pal to fight Austria instead of Turkey, a real diplomatic coup is counted.

But is all this fair to Germany? It depends. If I had reason to believe Mr. Berlin had chosen Germany himself, and for the usual reason, fondness of early power, I'd say shed no tears for the Teutonic Knights. But if I thought him innocent, I'd try to give him a chance to at least survive via self-restraint and cooperation with the Western allies.

And as for Austria, my natural ally if France proves hostile, I'd inquire whether the Hapsburgs had repented of their sins. Would they grant Hungary its long-deserved independence (autonomy at least)? Would they prove their reformed attitudes by letting me have Greece? Not much chance of it.

And Puffing Pasha had better promise no pogroms on poor Armenians, or we'll line up the west to punish Pasha, and there'll be a shortage of Turkish delight and no more hashish dreams either!

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FUNNY ANIMALS

by ANDY MEIER

After having met about a score and a half of people via postal play, the existence of a chasm between the two extremes of no-write and writes-a-helluva-lot appears to be considerably less than imaginary. I maintain that this chasm can be nullified via communication. Many factors are involved. Many a factor is a person and vice versa.

First we have the players who write continually but tersely. They are chosen first because they have the potential to write great press, wonderfully devious letters and really keep up the momentum of the flow of communication. These people I exhort to verbosity. If they were playing poker they'd have their cards close to their chests and they'd win, but they'd also lend an unwanted trace of businesslike demeanor.

Now we come to the clams. After a note or two in Spring 1901 they find an ally, an enemy, and nothing more until the enemy is kaputski. All kinds of vitriolic invective, trawler-covered accolades, and concerned queries will be met with silence. A barrage of angry letters along with several stinging bits of press might irk them into screeching off a missive saying, "Diplomatic relations (?) between our two countries is terminated." In a poker game they'd be silent, cautious and losing their shirt.

The "Great Foe" is next. Here we find a fine example of he who likes to communicate but, alas, does so almost exclusively as your enemy. This dude is rare. Press, bogus letters in your name, propaganda, lies, you name it, he'll throw it at you. He won't hesitate to treat your letters as a hand towel or worse and tell you about it. He falls from this noisy pinnacle should he become an ally and, in contrast, you almost forget he is around. In a poker situation he'd bluff and browbeat you while betting against you but if you and he both pass a few times you might accidentally find yourself using his shirt pocket for an ash tray.

Cousin to the Great Foe is a very much improved version in that he will communicate tersely but sincerely as an ally and can, as an enemy, be very incisive via wit in both letters and press. Although his allyship is good, it'll never match his foe-ness. In poker he'd roar when winning and wear a pitiable expression when losing. Beware, he'd not be above peeking at your cards when in this state.

Another approach to Diplomacy is had in ol' "blood brother." This amiable soul is a comrad who has campaigned with you, been eliminated with you, who has always trusted you and you

him, whose frequency and length of communication is only matched by the sincerity of same. As you find yourselves crossing paths again and again, you begin to realize that this lovable soul is one day going to stand between you and a gory-glorious one-man win. You know that you'll rip him to shreds on that day. You know he'll do the same to you, too. The real fun is guessing who'll be first. In poker he has a royal straight flush and you have four of a kind.

The finks come into view at this point. These creatures do as they are expected to, for the sake of their allies, when downtrodden. Once they see themselves reaching parity with their neighbors they stab as a reflex, an instinct, a pre-programmed response. The ever-lovable Richard Nixon would describe these beings as "loose cannons." Communications from the finks are sporadic, unreadable, unclear in meaning, terse and randomly timed. Finks can promise alliances with four different powers, stab all four simultaneously, beg for mercy when counterattacked and get very huffy when mercy is not forthcoming. In poker, finks accuse everyone of cheating and then play a hand with five aces.

Let us not forget the "directors." Causing wars to rage around them via instigating distrust, envy, greed and discord amongst their neighbors, they casually pluck off undefended nearby centers and then advance full steam. Once this great offensive is set in motion, they become clams. This silence coupled with their war machine-on-the-move is frightening. Once they cease directing others at each other and direct only their forces, they become excellent ogres and boogey-men to rally against...providing it isn't too late to rally. If these "directors" could only boldly proclaim their evilness openly and proudly, they could share in truly great exchanges of letters. It's their loss. In a game of Blackjack, they are the House.

There are more varieties of players than these, of course, but the aforementioned are all either at one or another pole of communication (one pole for enemies, one for allies) or down in the chasm. I maintain that all players should write to all other players each year of play. This includes winter. This third season I feel is for intensified planning, plotting, cajoling, cooling off of previous close relationships, and writing press. Press is always good any time, but if one hasn't written any all year, a one-liner in winter is really not too much to ask. This is postal Diplomacy, not tactics-by-mail. Nuclear Destruction and the like serve that purpose admirably. A literate attitude is required for a truly enjoyable game. Diplomacy is process more than it is goals and results. It's far better to lose having a great deal of fun using all one's faculties than to plod on to a silent one-man win.

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DIPLOMACY PUZZLE

by **TONY WATSON**

Below you will find a 50x50 grid of letters. Hidden in them are the names of 33 provinces or countries found on the Standard Diplomacy Map. No abbreviations are used. Names may be vertical or horizontal or diagonal, backwards or forwards. Try your hand (and your knowledge of the map) on this puzzle.

A T E E A S T E R N M E D I T E R R A N E A N B C
S E G E R M A N Y P C T R G A R T L O N Y M O E O
P A Z T L E M U T O A A C O W W U A D O N P D N N
A R P M L E U R N L S E A T O T R L T R A Y N G S
I N I O N C N M E C W S T C P A S S E K L G O L K
N U T R I E I T D O P E S U T M B O M C A B L A O
G S S H T A C K E R G O M L U C I T U R K E Y S M
N R E T E N H J W Y M I U N I G O N K I A R A L B
P O R T M I U K S J M S E V A S T O P O L C T R T
L M B W A R T S B A H C E S G R E I A N T E E U M
M E L B L A O A T O T M C K A R E R T C F A C L A
C D J E T Y R O L O H O N O R T H A F R I C A R C
A R B R N J R A L Y N E E T P K U T R R O T A F O
E T U L M G A U I Y A A M R T I A S A A N K A R N
S T U I C K L D U D U P R I C O M G C S N O U A S
N C L N B D R A O B C I A E A N L R U A D B I N T
A E S H S I R I N H N O N S G U H R A O N I E I A
I I L D M A I A I D F R S B B M O L I T A Y N B N
N C R E A U P T A R G U L F O F L Y O N L R N L T
E E N Y I S N O G F E S S I T O D S N D L U A A I
H I A B S K Y I R N R O I U G C R C I M O S A N N
R A A S U M S A R U M A N I A B R U S S H S S B O
R I S N S A R M P B U I K O M G H S N T S I E A P
Y A T U N I M A C Y S R O N T C K T D O L A R R L
T N O M D E I P T I C B L A C K S E A M O S C G E

VARIANT INFORMATION

by

JOHN LEEDER

Yes, folks, that sound you hear in the background is Walt Buchanan gnashing his teeth. I'll likely have the shortest tenure in history as a Diplomacy World Contributing Editor. This, my first column, is also my last, as radical changes in my personal situation have made it necessary to resign. Anyone who wants the job, please write Walt.

Lew Pulsipher's column last issue gave me an excellent overview of the variant hobby. In this one, I'd like to zero in on a couple of aspects of that hobby which cause me some concern.

One of the big problems with the variant scene right now is that there are so many poor variants being played postally, or offered for play. True, many players get into variants because they like a particular scenario (for example, Tolkien fans usually attempt a Tolkien variant at some stage in their playing career), but a poorly designed variant plays poorly despite its scenario, and Tolkien fans playing a bad Tolkien variant are going to get turned off variants in general.

Many, indeed most, variants are played postally without any play testing whatever; as a result, many first-time variant players get burned by a dull game and are turned off variants for good. I am as open to criticism as any other variant GM in this respect. We all need to practice more self-discipline in not starting postal variants unless we know for sure that they are decently playable.

The new variant play-testing service begun by Ferkin Doyle is a step in the right direction. I urge all potential GMs of variants not to open a postal game unless the game has been tested and found good by either your own FTF group or Ferkin's service. (Ferkin's address, in case you missed the announcement last issue, is 639 Bainbridge, Philadelphia, PA 19147, USA.)

If the response to Ferkin's service is what it should be, he'll be swamped! So I'd also like to suggest that FTF Diplomacy-playing groups volunteer to playtest variants. Perhaps (and this is an off-the-wall suggestion, as I haven't written to Ferkin on it) Ferkin could end up as a sort of co-ordinator of a variant play-testing service consisting of groups scattered across the continent, or around the world! Write Ferkin.

Perhaps the assurance that postal variants will be properly tested in advance will make players less hesitant to join games, and GMs will not have the experience, as I did, of waiting 10½ months trying to find enough players to start a game, and then having to cancel it. The difficulty of finding players has, to my mind, made publishers of variant zines reluctant

to plug other GMs' game openings. The unspoken idea seems to be, "If you've got a hard core of interested variant players, hang onto them; don't give them away." Too, players understandably don't want to play in games unless they are confident that they have found a competent designer and a competent GM. As a result, in the variant picture, knots of players cluster around individual zines, with little overlap or interchange. The player who plays variants in more than one zine is uncommon. The variant scene does not have the unity or interplay that the regular Diplomacy hobby enjoys, despite the much smaller number of zines involved.

Perhaps a playtesting service will help to upgrade the quality of the variants played postally, thus leading to an increase in the number of players who participate in variants, thus decreasing the need for insularity on the part of variant GMs, thus creating a healthier variant hobby. I hope so!

Since I'm beefing, here's another gripe. In the course of preparing the VARIODDMOD variant rating system, I had occasion to go through the entire set of statistics on completed variant games, published in LORD OF HOSTS. I was dismayed to find that a number of GMs have not been taking seriously their reporting responsibilities. There are many omissions and downright errors in the game reports. All of these inaccuracies were of a sort to affect the computation of the rating system (and, of course, one of the prime reasons for keeping statistics at all is for the use of ratingsmasters.) They include:

- Failure to specify whether a player's exit from the game was by dropout or resignation.

- Failure to specify the exact season in which a player left the game.

- Printing only a player's last name, or last name and initial. (There are three Johnsons who have played postal variants - you see the problem?)

- Errors in centre totals, etc. (verified by comparison with the zine.)

In one horrible-example game, the final centre chart omitted entirely the centre totals for one country, omitted all players' first names, did not state whether departing players resigned, dropped out, or were eliminated, and made an error of two game-years in the departure date of one player! All these errors and omissions in one game chart!

And these were only the errors I came across by accident! Who knows how many others lurk unsuspected within the pages of LORD OF HOSTS?

I found four GMs (there may be more!) represented in LORD OF HOSTS by incomplete and

inaccurate statistics. They were Fred Davis, John Boyer, Tony Kniaz, and Dick Vedder. Of these, all but Vedder get my zine, RUNESTONE. When I printed my findings in RUNESTONE #118, only Fred Davis bothered to respond to my article and supply the missing information.

I urge that all GMs who have run a postal variant to completion, or players who have played in such a game, to verify the accuracy of the game chart printed in LORD OF HOSTS, and supply missing information if needed. It is not the responsibility of the Miller Number Custo-

dian to paw through back issues of zines in order to check the correctness of information supplied to him by gamesmasters. The onus is on the GM to provide complete and accurate statistics.

In the past, variants weren't taken too seriously. Nobody cared. I say it's time we started caring. It is time to bring the quality of variant records up to the standard set by EVERYTHING... in its reporting of regular game completions. Let's make the variant hobby respectable!

VARIANT DESIGN

This variant was originally printed in Dick's Quo Vadis #57. Earlier versions, of DIADOCHI alone, were for seven players with differing victory conditions depending on starting strength. Dick was dissatisfied with the possibilities of the two smallest powers, Rhodes and Pergamum, and has eliminated them in this version. Very few variants offer several different games on the same board. It takes more time to do it this way, but it is worth the effort. A list of abbreviations follows:

BRU-Brundisium	NIC-Nicomedia
CIS-Cisalpine Gaul	NTY-North Tyrrhenian
CYP-Cyprus	PAL-Palermo
ECE-East Celtica	PAP-Paphlagonia
EPH-Ephesus	PHI-Philadelphia
ETR-Etruria	RAV-Ravenna
ISS-Issus Gulf	SAD-South Adriatic Sea
KHE-Khersonesus	SID-Sidon
LEV-Levantine Sea	STY-South Tyrrhenian
LGR-Lower Germany	SYR-Syracuse
LUG-Lugendensis	UGR-Upper Germany
LYC-Lycia	WCE-West Celtica
MAE-Maeotis Gulf	1-Rome
MAS-Massilia	2-Epirus
NAB-Nabatea	3-Larissa
NAD-North Adriatic Sea	4-Athens
NCA-New Carthage	5-Korinth
NEA-Neapolis	6-Pergamum
	7-Jerusalem

DIADOCHI V

by DICK VEDDER

DIADOCHI V uses the 1971 Rules of DIPLOMACY (Copyright 1976, Avalon Hill) except for the following (Copyright 1976, Richard Vedder):

1. START. There are 5 Great Powers: CARTHAGE (F Carthage, A Hadrumetum, A New Carthage, A Gades), EGYPT (F Alexandria, F Cyrene, A Ptolemais), MACEDONIA (F Korinth, A Larissa, A Pella), ROME (F Neapolis, F Rome, A Brundisium, A Ravenna), and SYRIA (F Antioch, A Arbela, A Seleukia). Game start is 240 B.C., and thus the game years go backward (240, 239,

238...). Space abbreviations are the first three letters in each name unless otherwise indicated.

2. VICTORY is achieved by the first Power to have 25 self-supporting units on the board. A tie results in a JOINT VICTORY.

3. SUPPLY CENTERS are distinguished as follows: * Home; * Double centers, able to supply 2 units for any Power that owns one (Alx, Ant); * Tripple center (Rome), able to supply 3 units for the ROMAN player only, otherwise acting as a single center; * Optional Home centers (Ath, Jer, Sid) that may be used for build bases only by MACEDON, EGYPT, and SYRIA respectively; * Neutral centers. None of the above centers has any special defensive properties. However, Arm, Bel, Ill, & Scy are considered to be so fiercely independent as to require their being garrisoned each winter to count for supply purposes, and Bri & Dac are impassable in this game.

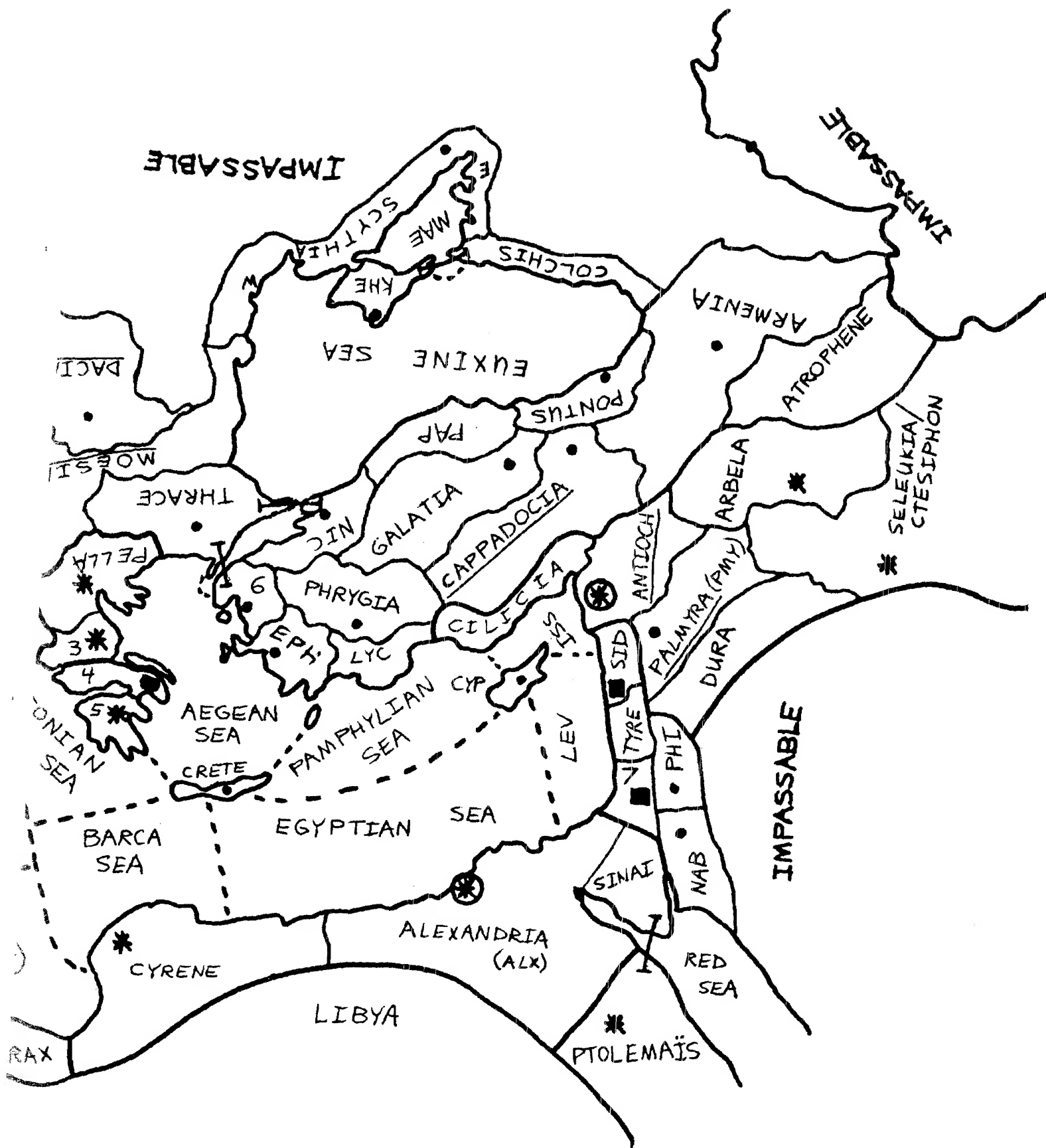
Any power may destroy (syn. "X") any supply center (except Alx, Ant, & Rome) at the start of any campaign season simply by ordering one of its units in that center to do so. Destroyed centers become useless for supply purposes until they are rebuilt. In order to be rebuilt, a destroyed center must be occupied for 2 consecutive campaign seasons by a unit that is ordered to rebuild it (syn. "Rb"). Once rebuilt, the center may again be counted for supply purposes at the next Winter season. NOTE: Destruction and Rebuild orders count as any other type of movement order (one cannot, for ex., destroy and move in the same turn).

4. LOANS. As a type of foreign aid, one Power may loan supplies from one or more specified centers that she controls to another Power, providing that that second Power owns at least 1 center herself. Units may not be disbanded to make loans; the recipient may in turn grant a loan to a third party. Loans may be terminated at any time, but the recipient has until the end of the then current Winter season to secure other means of support. Units supplied by loans do not count towards fulfilling the Victory Criterion.

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DIADOCHI V - TRIUMVIRATE-IMPERATOR



5. In any given Winter season, no Power may construct more than 2 Fleets.

6. Aqu, Scy, & Lar are all double-coasted; Alx & Ath are not, due to ancient canals &/or slipways.

7. Any unit may freely bridge the straits marked 1-4. At the same time these straits may provide access to fleets passing thru them.

TRIUMVIRATE

by DICK VEDDER

TRIUMVIRATE uses the 1971 Rules of DIPLOMACY (Copyright, 1976, Avalon Hill), DIADOCHI V, except for the following (Copyright 1976, Richard Vedder):

1. START. There are 5 players: CAESAR (A Bel, A EGe, A Lug), CRASSUS (A Ant, A Cap, A Sid), EGYPT (F Alx, F Cyr, A Pto), POMPEY (A Epi, A Lar, A Pel), and the SENATE (F Ben, F Nea, A Rav, A Rom). Game start is 55 B.C., and thus the game years go backward (55, 54, 53...). Add Bri & Dac to the list of centers needing garrisons in D-V. Jerusalem is not an optional build center in this game.

2. VICTORY is achieved by the first player to have 25 fully self-supporting units on the board. A tie results in a JOINT VICTORY.

3. THE TRIUMVIRS, CAESAR, CRASSUS, & POMPEY, each select one army unit to physically represent them for the entire game. A Triumvir unit (sym. "T") can rebuild destroyed centers simply by passing through them in any turn, and it may give support to a unit 2 provinces distant, although it has only regular movement itself.

A Triumvir becomes Dictator by successfully marching on Rome (i.e., by occupying the capital with one of his own units). There can be only one Dictator at a time; if he loses Rome (as determined each Winter), he loses his office until he regains it. By virtue of his position, a Dictator may add 5 centers to his Winter supply totals, and he assumes some of the SENATE's powers (see below).

A Triumvir (even if he is Dictator) is eliminated from the game when his personal army unit is physically eliminated. If the forces of another Triumvir, or just of the SENATE, were solely and directly responsible for this elimination, then that player wins control immediately over all units and centers belonging to the dead Triumvir. In all other cases, the dead Triumvir's units are disbanded, and his centers go into civil disorder.

4. THE SENATE has the following powers:
(a) it may elect each year, if desired, one of the Triumvirs to be Sole Consul. A Sole Consul (sym. "SC") by virtue of his office may add 3 centers to his Winter supply totals for as long as remains in office.

(b) it may decree at any time after 55W one or more of the Triumvirs to be Outlaws of the State (sym. "O"). Upon becoming an Outlaw, a Triumvir must designate $\frac{1}{3}$ of his units then on board to remain in fixed position (although they may support each other). An Outlaw also has his builds reduced to a maximum of 2 per year, of which only 1 may be a Fleet (if so desired). Outlawry is irrevocable; a Triumvir ceases to be an Outlaw only when either he seizes Rome or the player who issued the decree of Outlawry has been eliminated. A Triumvir may declare himself to be an Outlaw. SEE ADDENDUM (below).

(c) it receives a 3 center bonus for every Triumvir eliminated, the bonus to be added to the next Winter adjustments.

The SENATE is eliminated when a Triumvir succeeds in becoming a Dictator, or when Rome falls to EGYPT. If there is a Dictator, all Senatorial centers become his. The SENATE player disbands 1/3 of his units (rounded up; the choice is his) still on the board, and the rest then fall under the control of the new Dictator. The disbandment process takes place during a retreat season; if the SENATE is in CD, then the GM will remove 1/3 of the SENATE'S units at random. The Dictator may not make use of his new centers until the following Winter season. In addition to obtaining units and centers of the SENATE, the Dictator also acquires Senatorial powers (b) & (c), as given above. If EGYPT conquers Rome, the SENATE'S holdings simply go into CD.

Addendum: For every Outlaw in existence the city of Rome loses one (1) of its three supply factors, regardless of whichever of the four Roman players controls the capital. Rome is still a single supply center for the EGYPTIAN in this game.

5. If EGYPT loses Alexandria, the Pharoah is deposed and all his holdings go into CD.

6. The provinces of Arbela & Ctesiphon, representing in this game the Parthian Empire, may be conquered only by a supported attack, Cte may then count for supply purposes only if garrisoned each Winter.

IMPERATOR

by DICK VEDDER

IMPERATOR uses the 1971 Rules of DIPLOMACY (Copyright 1976, Avalon Hill), DIADOCHI V, and TRIUMVIRATE (where noted), except for the following (Copyright 1976, Richard Vedder):

1. START. There are 5 players (the Roman Emperor and 4 Army Group Commanders): AFRICA (3 armies, to be placed at the discretion of the AFRICA player in any African province between and including Mau, Alx, +Pto, one army per

space; the placement is to be announced with the submission of the 235 Spring orders), DANUBE (A Dac, A Moe, A Pan), EMPEROR (PG (Praetorian Guard) Rome, F Nea, A Bru, A Rav), RHINE (A Bri, A LGr, A UGr), and SYRIA (A Ant, A Cap, A Pwy). Game start is 235 A.D. Each Commander selects one army unit to physically represent him for the entire game (sym. "AGC"). If that unit is destroyed, the Commander in question is eliminated, and his centers & units immediately revert to the EMPEROR. There are no centers requiring garrisons in this game.

2. VICTORY is achieved by either being the first player to own 25 fully self-supporting units on the board, or, being the true EMPEROR and having a 5-unit advantage over the nearest competitor. There are no Joint Victories in this game: all ties are fought-out until one or the other side gains a plurality of the units.

3. Players may build on any center they own, although in the first game year builds are allowed in the starting provinces.

4. FRONTIER PROVINCES are underlined, and their garrisons do not need to be supplied until 236W.

If a frontier province is abandoned after 236W, a Barbarian or a Persian army unit appears there, and in each succeeding campaign season that that province remains empty. If a frontier province is garrisoned, then each Winter season, after adjustments, the GM rolls a die to see if a break-through is achieved: a "1" or a "2" means that the province's garrison has been destroyed, and a B/P unit appears there. B/P units are moved each campaign season by the GM to the first empty province in descending alphabetical order after the name of the province currently being occupied (A after Z). A B/P unit has regular defense, and may be supported in defense by a Roman player; however, B/P units may never attack occupied spaces. They may be convoyed by Roman fleets if desired, provided that their destination is specified.

When a B/P unit enters a supply center, that center is sacked (sym. "X"), and may not be used for supply purposes until rebuilt.

Barbarian units may never sack*Alx, Ant, or Rome, but only Rome is invulnerable to the Persians. *read "enter"

B/P units must be either forced to retreat or physically destroyed to be eliminated from the game.

5. THE EMPEROR may add 4 centers to his Winter supply totals as long as he controls Rome. His PG unit is the only unit that can rebuild centers in this game by simply moving through them, or that can destroy a B/P unit by merely attacking it.

At any time after 235W, the EMPEROR may declare any or all of his Commanders to be Rivals to the Throne, under the rules, penalties, and liabilities given under the Outlaw provision in TRIUMVIRATE. If the EMPEROR loses Rome, he cannot declare anyone to be a Rival until he regains control* (*regardless of season). A Commander may also declare himself to be a Rival, as per the Outlaw rules.

The EMPEROR is eliminated when his PG unit is forced to retreat or when it is physically destroyed. If the forces of one Roman player were solely and directly responsible for this, then that player becomes the new EMPEROR, with a PG unit replacing his own personal unit. If the forces of more than one Roman player were responsible, then the Imperial title, powers, units, and centers go to whoever then holds Rome; barring that, to whoever captures Rome first in any season with a unit.

6. RIVALS are subject to the same penalties as are Outlaws. A Rival replaces his AGC unit with a PG(R) unit, which has the same powers as a PG unit. If Rome falls to a Rival, all penalties are permanently lifted from him, and he wins the 4-center bonus from the EMPEROR, for as long as he holds on to Rome (as determined each Winter). Rivals may also be eliminated if their PG(R) units are eliminated, or forced to retreat; the situation is exactly the same as with the true EMPEROR'S PG unit.

7. Arb, Arm, Atr, & Cte represent the Second, or Sassanid, Persian Empire in this game. As such, they may never be invaded.

DND DIPLOMACY

The following variant, in different form but similar substance, was the winner of the "Simple" category of the Variant Design Competition.

DND diplomacy is based on the 1971 Rules of Diplomacy, with changes defined in the following text. These changes were made in an attempt to develop a more realistic game less prone to become a stalemate.

(1) If a Great Power loses possession of all its home supply centres, then the centres controlled by that Power become neutral and remaining units are disbanded, as they are

by TREVOR BAILLIE

unable to receive orders from a defeated government.

(2) No unit may be moved in such a way that it comes in conflict with another unit of the same colour. In this way self-standoffs fail to keep other units out of contested areas.

IE. AUSTRIA: A Vie-Bud, A Ser-Bud
RUSSIA: A Gal-Bud
-the Russian move succeeds because both Austrian moves are nullified.

(3) Any unit which is attacking, support-

ing an attack or conveying is not eligible for support from attack.

(4) For any unit which is attacking, supporting an attack or conveying an army, a D or an ND must be specified for the move. This would be of the form, for example, F Nth (D) C A Yor (ND)-Nwy. These letters show what the units will do if attacked.

D means that the unit, in this case F Nth, will defend itself in case of attack, but its own move will not have effect. So if a German F Hel attacks Nth, the convoy fails but the F Nth remains there unless the German fleet has support.

ND means that the unit, here A Yor, does not wish to defend its space of origin, so that if Yor is attacked by any force at all, it is taken. If, for example, as well as above there was a French A Wal-Yor, the French move succeeds and if the original A Yor does not gain Nwy, it must retreat to Lon, Liv or Edi.

In both cases, if the space of origin of the unit were not attacked, the units behave as in regular Diplomacy.

If there is no letter unambiguously applied to a unit, D is assumed.

(5) Lines cannot be crossed. For example, France: A Ruh(ND)-Mun, A Bur(ND) S A Ruh-Mun, Germany: A Mun(ND)-Bur. The German move fails because, although French A Bur was given ND, it was supporting an attack on Mun itself.

These rules do not make it any easier or more difficult to defend, but make risky attacks more attractive in that there is a chance of large profit. Since by using D's exclusively no gains will be made, ND's will be used and the game moves more quickly and becomes more wide-open. © Trevor Baillie

SAMPLE ADJUDICATIONS FOR DND DIPLOMACY

(1) England: F Nth(ND) C A Yor (D)-Nwy.
Germany: F Hel(ND)-Nth

-the English fleet is dislodged even though the convoy succeeds

(2) (a) Russia: A Gal(ND)-Bud.
Austria: A Vie(D)-Bud
(b) Russia: A Gal(ND)-Vie.
Austria: A Vie(D)-Bud

-in case (a), neither move succeeds as there is a standoff, in (b), the D on the Austrian move is invoked, and the effect is the same as in (a) -in this way, we see that one army can defend two spaces against another army

(3) (a) England: F Bel(ND)-Nth.
France: A Bur(ND)-Bel
Germany: A Hol(ND)-Bel,
F Hel(ND)-Nth
(b) England: F Bel(D)-Nth.
France: A Bur(ND)-Bel
Germany: A Hol(ND)-Bel,
F Hel(ND)-Nth
(c) England: F Bel(ND)-Nth,
France: A Bur(ND)-Bel,

Germany: F Hel(ND)-Nth
(d) England: F Bel(D)-Nth,
France: A Bur(ND)-Bel,
Germany: F Hel(ND)-Nth

-in (a) and (c), the English fleet is dislodged -this shows how important are the D's and ND's

(4) (a) France: A Bur(ND) S A
Ruh(ND)-Mun
Germany: A Bel(ND) S A Mun(ND)-
Bur
(b) France: A Bur(ND) S A Ruh(ND)-
Mun
Germany: A Mun(ND) S A Bel(ND)-
Bur
(c) France: A Ruh(ND) S A Bur(ND)-
Mun
Germany: A Bel(ND) S A Mun(ND)-
Bur

-in (a), the German A Mun is dislodged, and in (b) the German A Mun and the French A Bur are both dislodged

(5) Austria: F Gre(D)-Bud, A Ser(ND) S A
Bud(ND)-Rum
Turkey: F Aeg(ND)-Gre, A Rum(ND)-Bud,
A Bul(D)-Ser

-in regular Diplomacy, this set of moves would be a standoff all around, however in this case, the Austrian army takes Rum as its support (Ser) has effect, while the Turkish army takes Ser because of the ND on Ser and because the attack from Gre is nullified by F Aeg --- with different permutations of D's and ND's a very different result could have been achieved.

TWIN EARTHS III

by Lewis Pulsipher

1. The game is played on two standard boards, with 14 players, one for each Great Power on each board. One board is referred to as Y, the other as Z. Thus there are, for example, two Munichs, Mun-Y and Mun-Z, each a separate space unconnected with the other. At game start there is no connection between the two boards.

2. Each winter, each player may link any two spaces on the boards, subject to restrictions in rules 3 and 4. A link lasts until destroyed. Linked spaces are adjacent and units can move between them if the terrain permits. (Note that if, say, Mun-Y and Aeg-Z (or Y) were linked, Mun-Y would be a coastal space and a fleet could move to it. If the link were destroyed, the fleet would remain. If Mun-Y is linked to a coastal space, it remains land only. Rather than link two spaces, a player may choose to destroy a previously established link. If at the same time another player orders the link reinforced, it is not destroyed as the destroy and reinforce orders cancel each other. A reinforcement, if not needed, does not carry over to the next winter.

3. A player may not link any space to a

space in any home country other than his own. For example, Germany-Y could not link Mun-Z and Spa-Y. He could link Mun-Y (his own country) and Mol-Z, say. A link such as, say, NAF to Gre or Tun to Spa (either board) is always permissible.

4. Each winter each player who controls 1 or 2 centers may make no links/destroy orders; one who controls 3-9 centers may make one such order; one who controls 10-19 centers may make two such orders; one who controls 20 or more centers may make three such orders.

5. The game begins with winter 1900. Players build units in their home centers and may make one link.

6. There are 68 centers. A player wins when he has 23 units on the board. Note that this is considerably less than a majority.

Optional 1 (simplification). A maximum of 30 (or whatever number agreed to) links can exist. Make a list as links are made, and eliminate the oldest as necessary. A link reinforced is written again at the bottom of the list.

Optional 2 (complication). A player may order the destruction of a "link" between two normally connected spaces, such as Mun-Z and Bur-Z. In this case no movement/support is possible between the two spaces, until they are linked again.

Optional 3 (simplification). Players can only connect spaces on different boards, not on the same board.

Comments: The number of players in an alliance can be as important as the number of units, in most cases, since more players can generally make more links. The victory criterion is low to shorten the game, and also in hopes that some player might manage to win before the rest gang up on him. A weaker criterion would be 23 centers.

Don Miller's TWIN EARTHS I and HYPERSPACE variants are forerunners of this game.

BIZARRO DIPLOMACY

by Lew Pulsipher

All players are anonymous, and all diplomatic messages are sent through the GM, who includes them with his next adjudication. There is one chance in six per message that it will be randomly misrouted to someone other than the sender and intended recipient. Players must not be permitted to discover the names/addresses of other players, or the game will be ruined.

Players may send messages pretending they went awry--send the message in an envelope with the recipient listed on it, have the GM throw away the envelope (there may even be another inside it) and forward it. But the sender must always truthfully identify himself in each message.

ALTERNATE VICTORIES

by Lew Pulsipher

Typically the victory criterion in a DIPLOMACY variant is a majority, or slightly more, of the centers in the game or of units on the board. The criterion which probably best practically reflects sure domination is a number of units on the board one or two greater than a majority of the possible number of units in the game. (In standard DIPLOMACY this would be nineteen units.) A few variants permit "joint victories", which seem to be attempts to let the game end sooner, to make it easier to draw, and to make a draw appear to be as good as a win. Usually two powers can declare joint victory when they own about two thirds of all centers. Other variants go so far as to set the victory level at considerably less than a majority of centers. Other types of victory criteria have not been explored much, however.

One possible type of alternate victory condition is based on ownership of key locations or terrain. A variant of standard DIP in which a player wins when he holds four major capitals, regardless of what else is occurring, is an example. Another would be a game in which a player wins when he owns a majority of all land spaces. Actually the standard victory criterion is merely a Key location criterion, but it is very uncommon for the Key location to be anything other than a supply center space.

A type of criterion suggestion to me by Jim Cooper is something based on the outdoor game "Capture the Flag". One or perhaps several "flags" must be placed on the board, and a player wins when he transports one (or more) of these flags to his home country or capital. An example would be a fantasy variant in which players are searching for some marvelous, hidden magic item which will make their nation invincible if it can be brought home and utilized. The quest-like criterion is not suitable for most situations, however.

Another possible class of criteria is economic. Standard DIPLOMACY is a zero-sum game, so that while the victory criterion is economic, no player can win without fighting and taking something from his neighbors. In a non-conservative variant, the criterion can be economic but not tied to specific spaces (supply centers). Then a nation which manages to stay out of debilitating wars may be able to win the game in the long run. One of the weaknesses of DIPLOMACY, and most war games in general, is that there is no advantage, and often many disadvantages, in staying at peace, even though in the "real world" the peaceful countries are usually the ones that come out of general wars in the best shape. An economic victory criterion could reflect this.

THE TIGER WAITS

by ANTON MYRER

"Italy," Félice Narandji read from the slip of paper in her clear, curiously accented voice. "Italy: Army Venice invades Trieste."

"No!" Blackburn exclaimed. "There's a mistake somewhere."

Reinhold Vosz gave a sharp crow of delight, and Félice said: "Please, Mr. Secretary. Your protocol is slipping. I'm reading Italy's field orders as written." She smiled her slow, serene smile. She was Sino-Indian, the daughter of New Delhi's Finance Minister and the latest in that glittering parade of Big Bill Donlund's lady companions--and she was by far the most beautiful of them all.

"Fleet Adriatic moves on Albania. Army Greece supports Fleet Adriatic." Leaning forward she gently pushed the small green blocks across the cardboard national boundaries.

"Oh, dear," Natalie Jacobi murmured. Vosz crowed again, and clapped his hands.

Blackburn gazed at his son in consternation. "But--you gave me your word!" he protested. "A defensive alliance. You gave me unconditional guarantees--"

The room broke into laughter.

"That's diplomacy." Land looked wolfish and gleeful, holding an unlighted cigarette between his teeth. "You just never know how the old flag will wag, now do you?"

"I'm playing this game under protest," Blackburn grinned at the others. "I appeal to the United Nations."

"No United Nations," Donlund answered. "No UN, no League, no World Court, no nothing. This is Europe as she used to be, Paul. When men were men, and devil hook the low man."

"But this isn't diplomacy! This is nothing more than international anarchy, naked military aggression..."

"You see?" Vosz appealed to Eleanor Blackburn. "Reliance on these flimsy international tribunals has sapped his fiber."

The Vice President shook his head. "No, he was trapped by history. That Achrenthal ploy. And look where he ended up, poor bastard."

"Now, Bill," Félice said. "Don't act superior."

"But I am." His white counters were all over the board, his and Vosz's. "Can I help it if I am?"

Félice raised her hand and said, "Quiet, everybody," and now Blackburn could hear the bellbuoy off Turk's Head, desolate yet comforting in the warm night air. "Dispositions: Support for Austrian Army Serbia is out. Italy occupies Trieste. Austrian Army Bulgaria dislodged. Austrian Army Serbia annihilated." She removed the little red cube. "Russia occu-

ples Bulgaria."

"Disaster," Sid Jacobi muttered, scowling gloomily at the map of 1905 Europe. "Irretrievable disaster."

"Isn't that what always happens?" Eleanor asked. "Austria collapses, and drags down Germany?"

"Yes, relax and enjoy it." Vosz chortled. "Since it's inevitable."

"Reiny," Natalie said, "that's positively obscene..."

"Perfidious is the only word for it," Blackburn said to Land. "What did they do? Did they promise you Trieste and the Tyrol? Just try and get them--you won't have any more luck than Orlando did. And what about him?" He nodded toward Donlund, who was sitting perfectly inert now, bourbon in hand, watching the ships' riding lights moving on the Sound. He was wearing a beautiful clear yellow sport shirt of raw silk and he looked impervious and massive, a north woods Buddha. "What makes you think you can trust him?"

"I can't," Land answered with the same mischievous grin. "Any more than anybody else. That's the game. You're hung up on the wrong value system."

For the past three hours they had been playing Diplomacy. Natalie and Sid were houseguests at the Paling for the weekend, Donlund and Félice were staying overnight with Vosz at West Chop, and Eleanor had invited them all over for dinner. Félice had introduced the game to Vosz, who'd brought it along with them, extolling its relevance to world politics.

Blackburn had objected. "Reiny, that's preposterous--a parlor game! At best it's a caricature."

"No, that is what's astonishing. The parallels, the scenarios are uncanny. You'll see."

One thing had led to another and they'd begun to play. Félice appointed herself Gamesmaster. It was uncanny--there was an almost overpowering tendency to fall into the old alignments: Triple Alliance, Dual Entente, the incessant wooing of Great Britain by everyone, the clashes in Belgium, in North Africa and the Balkans. The heart of the game was in the pattern of "diplomatic" tête-à-têtes held in the far corners of the living room and out on the verandah: whispered huddles gathered all around Silas Seaver who, chin wedged in one bony shoulder, slept on under his quilt of newspapers in a wing chair, now and then breaking into a sudden barking snore. The Judge had ridiculed them all--grown people wasting their time in such childish tomfoolery!--and had promptly gone to sleep.

Blackburn found himself inclined to agree

with the old man. It was hectic somehow, disturbing--fun and yet not fun; you found your-continually rejecting the old, failed policies, and then falling into others just as bad. Your very professional knowledge got in your way. Why hadn't they made up a mythical Europe, a squabbling congeries of Ruritania and Erewhons? Yet of course that was half the appeal: you were Declassé, Eulow, Salisbury, guiding your nation through those early years of the century when time had been so long and events so measured, and even the war clouds gathered with a kind of baroque majesty. You would succeed where they had failed...

"--A clutch of power-hungry little boys playing chicken," Blackburn smiled. It was almost impossible to resist Jillie's saucy analogy, watching Vosz chortling with high glee, annexing the Low Countries, or Donlund moving with sure stealth against Prussia and Constantinople. A game and yet not a game. What he noticed first was his own instinctive desire to avoid conflict--he found himself writing Army Galicia Stands, Army Budapest Supports Army Galicia, and in the secret diplomacy sessions arguing for defensive alliances, arbitration, *détentes*--anything to keep the drums from beating. Hung up on the wrong value system, Land had said. Was he trapped in history? But hell, that was not only inevitable, it was wisdom: you learned from Bethmann Blank Checks and forty-eight-hour ultimatums, or you sank back into the old disastrous patterns. Yet, smiling ruefully at the chaos on the board, the ruins of his policies, he decided that was certainly not the way to play this game...

"Looks like abdication time in old Vienna," Land was saying, biting savagely on his cigarette.

"Don't gloat!" Félice chided him. "It's bad form, Land."

"Form, who cares about form? I want revenge."

"And it's also dangerous!" She threw her most dazzling smile at him. The night wind blew full in her face, which glowed in the soft light of the lamps. It was as if the finest elements of the two Oriental races had been distilled and fused by a master of all sculptors: an almost frightening delicacy of feature, huge glowing eyes, the flawless *castaña* skin. She was attracted to the boy: a quick, sensual interest, formed, dallied with. Blackburn saw it, but it didn't stir him with paternal solicitude as it once might have. He found himself watching Félice with a simple, disinterested pleasure, as he would a brilliantly rendered porcelain. All the heat of his passion--fancy and appetite conjoined--drew to one fierce diamond-point of wanting in a dilapidated cabin on Tashawena Inlet, half a mile away.

"The diehards play on until only one Great

Power is left," Félice was saying to Eleanor. They'd decided to terminate the game; it was getting late, and she and Donlund had to fly back to the Capital the next morning. For a few seconds she ran her eyes over the map of Europe; a diminutive exquisite goddess, assaying destinies. Kuan Yin. "Reiny controls more supply centers than Bill. But Bill has better strategic possibilities."

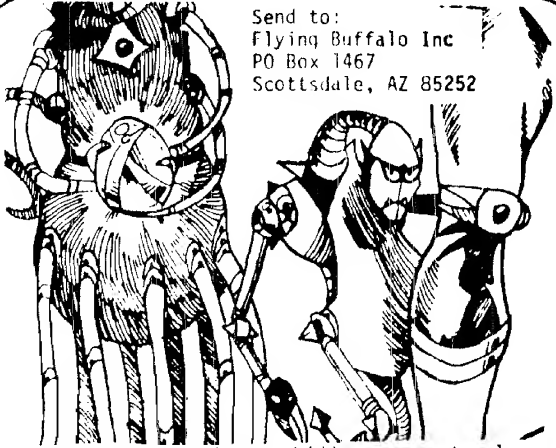
"No, let's quit," Vosz said. "After all, the climax has been reached--we've finished off Blackburn. Say no more!" Bouncing forward he poured some brandy into his glass.

Blackburn rubbed his eyes. "Well, back to the old Seventh Floor, Sid, where everything's simpler."

"A Jew should never draw Imperial Germany," Jacobi nodded at them all lugubriously. "The internal conflicts are terrible."

"What about me?" Natalie demanded. "With the Turks--! No, you both better go back to Cambridge if that's the best you can do."

"Oh, they weren't concentrating," Eleanor told her. "Paul certainly wasn't. I can always tell."



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STARWEB is a multi-player, hidden movement, play by mail, strategic space game. You capture planets, build space fleets, collect ancient artifacts, negotiate with other players, and attempt to build a space empire. There are 225 star systems in the game, and you start with knowledge of only one. You don't even know how many other players are in the game until you meet them! Once every two weeks, you mail your instructions for the turn to us. We run the turns through our computer, and mail you a printout describing what happened to your empire that turn. We have been running play by mail games since 1970, and currently have well over 800 opponents around the world. For a copy of the rules, and more details, send \$1. If you would like to join a game right away, send us \$10 (\$3 is the set-up fee, \$2 is a deposit which is refunded at the end of the game, and \$5 is for the first five turns). The game fee is \$1 per turn (that's only \$2 a month).

C.P.C.R.L.

BY LEN LAKOFKA

I introduced the concept of the 'corrected game' in ROGUES' GALLERY. This is a multiplier which is based upon the quotient obtained by dividing the actual number of game years played by the full number of years in the game.

$$\text{Corrected games} = \frac{\text{Actual game years played}}{\text{Total years}}$$

I have decided to apply this quotient to the Calhamer Point Count Rating List. Below you will find a list of all players who have CPCRL and a CCPCRL score of 1 or higher. There are many persons who have a CPCRL and/or a CCPCRL score of less than 1. They are not listed.

Calhamer Points are awarded in the following manner. One Point for a Win, a fraction of a Point for everyone in a draw. This listing is a reflection of both actual wins (i.e. 18 or more centers) and voted wins. Voted draws are usually recorded as voted but there are exceptions. When countries not in Civil Disorder have centers equal to (or greater than) the number held by any one country in the draw, the draw is divided among more persons. For the

purpose of Country statistics voted wins, in which the "winner" has 12 or fewer centers, have been recorded as draws.

The point of playing out a draw, ESPECIALLY a 2 way draw, is to see whether one or the other player will actually stab for the win or not. A trend towards voted conclusions with many outstanding centers is a cop out!

The list includes 721 games through EVERYTHING #29 in which there were 516 Wins and 205 Draws. The percentage of draws to wins is still increasing. For the 6 months of games ending prior to November 1, 1976, 43% have ended as draws.

Note also in the country statistics the virtual tie among Austria, England, France, Germany and Turkey! An elegant statistical statement on the brilliant play balance of Mr. Calhamer's brain child!

Anyone who wishes a listing of the 721 games included please send a SSAE to Len Lakofka, 644 W. Brian Pl., Chicago, Il., 60657.

	AUSTRIA	ENGLAND	FRANCE	GERMANY	ITALY	RUSSIA	TURKEY	
Win	70	71	71	73	48	112	71	516 wins
2way draw	9	13	14	17	13	18	20	52 2ways
3way draw	23	36	39	27	20	24	38	69 3ways
4way draw	38	44	39	23	24	20	40	57 4ways
5way draw	16	20	19	20	20	13	17	25 5ways
6way draw	1	2	2	2	2	2	1	2 6ways
Total								
Calhamer Points	95.03	104.83	104.88	100.58	71.50	136.93	107.24	

Top Boards

CPCRL			CCPCRL		
Rank	Name	Points	Rank	Name	Points
1	Ronald Kelly	17.97	1	Ronald Kelly	13.75
2	Edi Birsan	15.64	2	Edi Birsan	12.77
3	Andrew Phillips	13.67	3	Douglas Beyerlein	10.66
4	Douglas Beyerlein	13.15	4	John Smythe	8.46
5	John Smythe	8.83	5	Andy Phillips	8.25
6	Mike Rocamora	8.24	6	Mike Rocamora	7.86
7	Walt Buchanan	7.50	7	Brenton VerPloeg	7.50
8	Brenton VerPloeg	7.50	8	Walt Buchanan	7.05
9	Eugene Prosnitz	7.45	9	Lenard Lakofka	7.02
10	Lenard Lakofka	7.27	10	Joel Klein	6.18
11	Lewis Pulsipher	7.20	11	Lewis Pulsipher	5.92
12	Eric Verheiden	7.04	12	Eric Verheiden	5.84
13	Tom Eller	6.70	13	J. H. Fleming	5.64
14	Joel Klein	6.57	14	Eugene Prosnitz	5.40

Abbott R. 1	Dwyer D. 1	Lageron D. 2.5/2.03	Peck H. 1
Ackerman B. 1	Dygert J. 3	Lakofka L. 7.27/7.02	Peery L. 2.91/2.69
Anderson H. 1.2	Early L. 1.33/1	Lang A. 1	Pelz B. 1
Ansoff P. 2/1.43	Eckert J. 1	Langs S. 2	Pendergrass B. 2.5/2.45
Armstrong J. 1	Eisen R. 1	Lariton M. 1.33/1.08	Phillips A. 13.67/8.25
Atteberry W. 1	Eller T. 6.7/5.08	Latimer J. 1	Piggott J. 2.75
Austin J. 1	Evans R. 2.33	Lawson J. 1	Pitsch D. 4.75/4.67
Bailey K. 1	Evens R. 1	Leahy T. 2.58	Potter D. 1
Ball T. 3.25	Ferguson G. 1.58	Lebling D. 3.20/3.12	Pournelle J. 5/3.77
Balson J. 1	Feron M. 1.5	Leeder J. 2.18/2.10	Power J. 4.58/4.38
Barrows D. 1.45	Fish J. 1.2/1.01	Leitch P. 1	Prevot R. 1
Bartnikowski M. 1	Fisher R. 1.5	Lettice J. 1	Prosnitz E. 7.45/5.40
Bennett J. 1	Fleming J. 5.91/5.64	L'Hermitte 1	Pulsipher L. 7.2/5.92
Berendt T. 4.03/1.48	Forté D. 1.67	Lindauer H. 1	Roack E. 1.2/1.13
Berggren P. 1	Fox R. 2	Lindsay D. 1	Reinhart H. 1
Berman D. 1.78	Foxton P. 1	Lindsay R. 1	Reinsel C. 3.33
Beshara J. 6.2/4.01	Furse N. 1	Lindstrom D. 1.25	Reynolds D. 1
Beyerlein D. 13.15/10.66	Gallagher D. 1.2/1.16	Lipson E. 3.08/2.96	Rice R. 1
Beyerlein M. 2.25/1.75	Godfrey E. 2	Lipton R. 1.58	Roberts J. 1.25
Biehl J. 1	Goldstein M. 4.17	Lodge G. 2.25	Robinson E. 1.25
Bingle D. 1.33	Gravenor J. 1	Loomis R. 1.5/1.29	Robats T. 2
Birks P. 1	Grayn M. 3	Lowrance G. 1	Rocamora M. 8.24/7.86
Birsan E. 15.64/12.77	Grayson G. 1	Lowry D. 1	Rodricks D. 1
Blackshaw ? 1	Greene J. 1	Luc-Hanquin D. 1	Rogewski G. 1
Blank W. 1.84	Griffin T. 1	McCallum J. 2.53	Rosamilia P. 3.7/2.63
Blendan L. 1	Hall S. 3.00/2.72	McCullam W. 1	Rosenbaum T. 1
Blewitt R. 1	Halle E. 1.5	McCuiston C. 3.25/3.14	Rosenfeld I. 1.25/1.15
Bodker S. 1	Hartley P. 1	McDonald K. 1	Rubin R. 1
Bolin F. 1	Harvey C. 1	McGee D. 1	Ryder D. 1
Borecki K. 1	Heckor D. 1	McIlvaine F. 1.33	StCyr L. 1.90/1.54
Botting K. 1	Hertz D. 1	McKeon J. 1.50	StJohns R. 1
Boulenger G. 1	Hertz G. 2	McKenzie J. 1	Sargent R. 1
Bowers P. 1	Hilliker C. 1	Mahler H. 1.2	Scensny L. 1
Boyer J. 5.66/5.30	Holborn A. 2.5	Marsland S. 1	Schels G. 2.2/1.65
Brackman D. 1	Holcombe J. 2.25	Materne J. 1	Schleicher C. 1
Brooks R. 2.45	Hollingsworth D. 2.25	May D. 1	Schlickbernd B. 2.2/1.75
Brooks S. 6.07/5.19	Horst J. 1	Maylen C. 1	Scott R. 1.42
Buchanan W. 7.5/7.05	Horton D. 2.58/2.23	Mebane B. 1.5	Sharp R. 2.33
Bullock M. 4.33	Hrbek J. 1	Menyhart L. 1	Shutelock J. 1
Bytwerk R. 5.5	Huddleson S. 1	Meyer R. 1	Sierla T. 1
Cairns R. 1	Huff A. 1	Miller D. 2	Sleight R. 1
Clabria F. 1.33/1.14	Hyatt F. 1	Miller R. 2/1.96	Sloan N. 2
Calhamer A. 1.33	Inzer G. 1	Minton B. 2/1.67	Smith B. 1
Carroll J. 1.08	Jackson G. 1	Morris D. 1	Smith D. 1
Childs L. 3.33/3.16	Jarraud M. 1	Morris R. 1	Smith R. 1.67/1.42
Chin B. 1.2	Jarski T. 2	Morton R. 1	Sayth R. 1
Clark F. 1	Jeffery G. 1	Munroe J. 1	Saythe J. 8.83/8.46
Coombe J. 2.2	Johnson B. 1.25/1.17	Nash R. 1	Spark C. 1
Cooper T. 1	Johnson D. 5/3.53	Naus H. 6.16/3.29	Stafford B. 1
Corden T. 1	Johnston D. 1.53/1.28	Nelson D. 3	Stevens J. 4.58/4.08
Corker J. 1.25	Jones G. 1.2	Nelson E. 1	Stimson R. 1
Correll R. 2.16/1.99	Jones P. 1	Niererberg S. 1	Strayer R. 1
Cote P. 1	Katzive R. 2	Norris S. 1	Swies R. 2.06/1.83
Cousins P. 1	Kelly R. 17.07/13.75	Norton L. 1	Sykes R. 1
Coy B. 2.42/2.22	Kendter L. 1.33	Nuttal G. 2.33/2.06	Taylor R. 1
Cruse S. 1	Key J. 2.37	Nyderek M. 1	Thomas P. 1
Cusack B. 3.53/3.24	Kindig B. 2.58/2.52	Olliver J. 2/1.11	Thompson M. 2.2
Davidson A. 3.7	Kinney B. 1	Oliver R. 1	Thorgaard B. 1
Davis F. 1	Klein J. 6.57/6.18	Ovens A. 2	Tilson T. 4.78/4.51
Dellbringer R. 1	Knoles T. 2.2/2.04	Osmanson W. 1	Trettick B. 5.33
Dick D. 1.78/1.45	Koning J. 5.23	Palmer N. 1	Tulp R. 1
Drews H. 2.18/1.79	Krey K. 1	Parks S. 1	Turnbull J. 2
Durston T. 1	LaBelle B. 3.33/2.91	Payne B. 1.46/1.16	Turner C. 5.06/4.34

Tyrrell P. 1	Weber P. 1.33
Vagts A. 3.74/2.14	Wells G. 5
Vandegraff D. 1.73/1.59	Westlake J. 1.25
Verheiden E. 7.04/5.84	Weswig J. 1.58/1.49
VerPloeg B. 7.5	Whatley T. 1
Von Haag M. 1	White G. 1.9
Von Metzke C. 3.95/2.93	White L. 1.08/1.05
Waldie A. 3.41/3.11	Winter F. 1
Walker R. 2.83/1.90	Wiskow D. 1
Walkerdine R. 2.33/2.17	Wood P. 1.65/1.55
Ward B. 2.7/1.95	Wrobel S. 1
Wartenberg R. 1.45/1.40	Young W. 1
Wassall M. 1	Zelazny J. 3
Watson G. 1	Zimmerman M. 2.31/1.99
Webb B. 1	Zinham R. 1

AHIKS

AHIKS (pronounced A-hixs) is an international society of mature individuals who play historical simulation games by mail. Established in 1966 by adults who were tired of easy, immature, sporadic, and/or disappearing opponents, AHIKS exists to minimize encounters with such opponents and to facilitate playing by mail.

AHIKS is a society. We take pride in the high degree of personalization which has characterized AHIKS from its inception. Many members have become the best of friends over the years, and frequently members get together for face-to-face games or even conventions.

AHIKS is indeed international, and we hope to expand our international contacts. While a majority of our members currently reside in the U.S., there are sizable contingents of Canadians and overseas Americans affiliated with our US-headquartered regions, and roughly a fourth of our membership consists of Europeans affiliated with our region headquartered in England. Total membership is approximately 350.

Our success as an international organization, as measured by the number of games underway between opponents of different nations, was made possible by our ICRK (pronounced "irk") system. This marvelous invention eliminates the need to refer to stock publications or other paraphernalia, while cutting across border, language, and time difficulties. Thus game situations requiring die rolls can be resolved in the same convenient and foolproof manner whether your opponent is across the street or abroad.

AHIKS membership is open to members of all races, creeds, and nationalities, as well as to members of both sexes. One membership requirement is that all members must play their games promptly, courteously, and to completion. The other is that members (with a few exceptions) must be 21 or over.

If you enjoy gaming, can you really afford not to join? For additional information, and/or for membership application forms, contact Omar DeWitt, 547 Riverside Dr., Elizabeth, NJ 07208.

POSTAL DIPLOMACY BY PHONE

by ALLAN B. CALHAMER

Whether one likes it or not, the evidence of recent games seems to be that players who use the telephone a great deal get much better results in the games, so much so that, as a practical matter, the game is virtually played by telephone.

The principal advantage of telephone communication is that it does not leave a record. The practice of passing around letters received is very widespread in postal Diplomacy. Some alliances stipulate that letters received will be passed on to allies. In view of this practice, the letter writer frequently hurts himself badly by writing a letter, almost no matter what it says. Furthermore, he cannot help himself by doing nothing--to fail to negotiate is almost automatically to lose. Hence, there is nothing at all the letter writer can do.

Of course, the letters passed on could be hoaxed, but once a game is underway each player usually has at least one letter from each other player on hand for comparison.

Also, a telephone message could be recorded and passed on, but this approach is much less likely, more likely to be illegal, more expensive, and so on. The person passing it on might not want to reveal his own statements during the conversation, anyway.

The second major advantage is that immediate back-and-forth conversation is possible. Thus, any doubt or misunderstanding or counter-offer can be brought up at once and talked out. By mail, on the other hand, an offer can get through easily in two weeks, but there is not likely to be enough time for evaluation, writing of counter-offer, transmission of same, another evaluation, another transmission, and so on. In many cases the letter writer will just forget the whole thing and hope for the best.

The letter writer can try to compete by anticipating all the questions and objections beforehand and dealing with every one of them at the start. The result is a difficult letter five pages long; and it explains far too much, when it is passed along to someone for whom it was not intended.

Furthermore, in the present state of postal competition, you cannot rely on a player keeping a letter confidential merely because it is in his interest to do so. You must consider both the irrational desire to reveal hot information, regardless of which way it cuts, and the agreements to exchange letters.

A further advantage of telephone is that it can nail a player down to a promise very quickly. A letter writer, not knowing whether his offers will be accepted or not, may send out five offers, consistent with one another or not; then wait for the replies and finally decide what to do about them. The telephone negotiator can complete one agreement before starting on the next, proceeding to the next knowing exactly what he got in the previous. The recipient of the call may be nudged by the shortness of time to make an agreement at once. Having received the same offer by letter, he might hold it until other letters came in, compare them, and so forth.

Furthermore, the caller may benefit from unguarded admissions during the conversation, which would never appear in a letter. He may provoke these occasionally by asking a pointed question. The caller can plan the call completely beforehand. The called party may not have the position before him or have thought much at all about the matters brought up.

Finally, typing is a hurdle for some people, and there may be a prejudice against handwritten letters. Many Diplomacy letters are written hastily, simply because the player does not want to devote his whole life to the game; but a hasty letter makes a bad impression; whereas a phone call, which takes less time to make than the letter, may leave a good impression.

The overwhelming disadvantage of telephone is, of course, the cost. Brenton Ver Ploeg, who won a well-remembered postal game some years ago, has told me that his phone bills amounted to \$300 for that game alone. His bills were at least slightly higher because he was based in California.

Persons who live closer together have the advantage that their calls will cost less; but they have the advantage anyway that their mail goes back and forth faster. Telephone at least is immediate for all parties.

There might also be a disadvantage that too much time be devoted to the game if negotiations were by telephone. Brenton once said that he gave a large part of his life to the aforementioned game.

Tactics which might be employed to meet the challenge posed by the telephone include the following:

- 1) Use your employer's phone. This you do strictly at your own risk.
- 2) Learn the telephone rates and plan your calls so as to minimize your phone bill. Keep track of the time during a call.
- 3) Use calls only where they do the most good, which is definitely at the very start of a game, and later at critical points.
- 4) Play in fewer games, to concentrate your budget on those games.
- 5) Play in local telephone games, where the cost is low and rates are the same for

everybody.

6) Play more face-to-face Diplomacy. Don't hunt for people who play; invite people over and teach them.

7) Games in which telephone is not allowed suffer from the obvious lack of enforceability.

8) Allying against players who use telephone does not sound very good either. The policy will hardly help unless other players also adopt it; but to obtain this situation you must announce your policy, in which case the telephone players will just stop calling you, while continuing to call everybody else.

9) Be ready when someone calls you. Have the board position handy, and a list of probing questions, etc., so as to accomplish as much as possible on his phone bill.

10) You might try running up his bill by jabbering endlessly; but this approach is subject to the same objection as 8).

11) Don't be hustled into agreement over the phone. You might tell him you have to think it over, and ask him to send you a letter on it in the meantime.

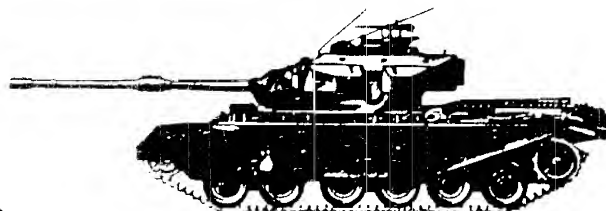
12) Be more thoughtful about security in writing letters. Do not reveal practically anything to a one or two unit Power; since they have little left to do anyway, they may leak the contents just to have something to do.

13) Think about the challenge. In Diplomacy, you meet the challenges, or you lose.

THE MAGAZINE OF COMBAT
THROUGH THE AGES

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HOOSIER ARCHIVES DEMONSTRATION GAME

THE PRINCE JOHN DOUGLAS INVITATIONAL--1976BG

Reprinted from HA #199 - 207

BIRSAN AXES PITSCH
Spring 1904

AUSTRIA:
(Pitsch) F Gre H /r/ (Alb, d)

ENGLAND:
(Schlichbernd) A Lon-Bel, F Nth C A Lon-Bel, F Eng S A Lon-Bel /r/ (Lon, Wal, d),
F Liv-Iri, F Swe-Den, F StP(nc)-Swe (imp.)

FRANCE:
(Kelley) F Mid-Eng, F Bre S F Mid-Eng, A Par-Pic, A Ruh-Hol, A Por S
F Spa(sc), F Spa(sc) H

GERMANY:
(Kelly) A Kie-Den /r/ (Ruh, d), A Ber-Mun, A Sil S A Ber-Mun /r/ (Pru, d)

ITALY:
(Birsan) F Wes-Mid, F Mar-Lyo, A Pie-Mar, A Ven-Tyr, A Mun-Kie, A Boh S
RUSSIAN A War-Sil, F Ion-Gre, A Ser S F Ion-Gre, F Nap-Ion

RUSSIA:
(McIlvaine) F Bal S ITALIAN A Mun-Kie, A Pru-Ber, A War-Sil, A Gal S A War-Sil,
A Bul S ITALIAN F Ion-Gre /r/ (Rum, d), F Sev-Bla

TURKEY:
(Key) A Con-Bul, F Aeg S A Con-Bul, F Bla S A Con-Bul

KELLY DRIVEN FROM HOMELAND
Fall/Winter 1904

AUSTRIA:
(Pitsch) (Su04: F Gre R Alb) F Alb-Tri. Owns: ~~Edi~~ (0). Out.

ENGLAND:
(Verheiden) (Su04: F Eng R Lon) F Lon-Eng, F Iri S F Lon-Eng, F Nth S F
Lon-Eng, A Bel H /a/, F Swe-Den, F StP(nc)-Nwy. Owns: Edi, Liv
Lon, Nwy, Swe, StP, Den, (7). Builds F Edi, F Liv.

FRANCE:
(Kelley) F Spa(sc)-Mid, F Bre S F Spa(sc)-Mid, A Por-Spa, F Eng-Nth (R Wal),
A Pic S GERMAN A Ruh-Bel, A Hol S GERMAN A Ruh-Bel.
Owns: Bre, Par, Por, Spa, Hol, ~~Bel~~ (5). Removes F Wal.

GERMANY:
(Kelly) (Su04: A Kie R Ruh, A Sil R Pru) A Ruh-Bel, A Mun-Bur (R Ruh),
A Pru-War. Owns: ~~Bel~~, ~~Kie~~, ~~Bel~~, Bel (1). Removes A Ruh, A Pru.

ITALY:
(Birsan) F Mid H (R Nat), A Mar-Bur, F Lyo-Mar, A Kie S RUSSIAN A Sil-Mun,
A Boh S RUSSIAN A Sil-Mun, A Tyr-Tri, A Ser S RUSSIAN A Rum-Bul,
F Ion-Aeg, F Gre S F Ion-Aeg. Owns: Nap, Rom, Ven, Tun, Tri,
Vie, Ser, Mar, ~~Mun~~, Gre, Kie (10). Builds F Nap.

RUSSIA:
(McIlvaine) (Su04: A Bul R Rum) F Bal S ITALIAN A Kie, A Sil-Mun, A Ber S
A Sil-Mun, A Gal-War, A Rum-Bul, F Sev-Bla. Owns: Mos, Sev,
War, Bul, Bud, ~~Mun~~, Ber, Mun (7). Builds F Sev.

TURKEY:
(Key) F Bla-Rum, A Bul S F Bla-Rum /d/, F Aeg-Gre (R Eas). Owns: Ank,
Con, Smy, Rum (4). Builds F Con, F Smy.

Spring 1904: As long as McIlvaine remains Birsan's ~~opponent~~ ally the game will drag on to an Italian or perhaps (but unlikely) Italian-Russian draw or even a Russian win. France, Germany, and England MUST stop fighting among themselves if there is to be any chance to stop the

Russo-Italian onslaught. Analysis of the strategic game is therefore useless until a major alliance shift occurs, if it occurs.

Birsan is playing a developmental game. That is, place as many pieces inside enemy lines as possible before coming home with the crushing

blow. This is good tactics because pieces behind the enemy lines prevent stalemates from occurring. Thus the giving up of Mid Atlantic Ocean without a fight is a major tactical error. France could have held Iberia for years except for that tragic blunder in the MAO! The center of the board is fast crumbling so that setting up a coast line defense is now very important. England is trying to do that. France is not. Russia's key stalemate breaker is that fleet in Baltic. It must be isolated and destroyed while holding on to Saint Petersburg if at all possible. Turkey is still holding out, but he can't last too much longer seeing all of the pieces at his door step--but wait, Turkey takes Bulgaria?? That error should never have occurred. Since it is likely that Turkey will try a double support on Bulgaria (the sneak into Rumania can likely be thrown out) Italy should move to Ead and seal Turkey's fate once and for all. If it bounces

there is nothing lost. Turkey can also try a sneak to Greece but it is also difficult to hold and Italy opens Turkey's homeland up wide. Thus, I think the straight, conservative, double-supported attack should have been countered instead of the move that was tried. This is, of course, playing the players and that is what the game is all about. Had Turkey sneaked into Rumania and Greece, Italy, and Russia would spend some time tracking down these bastard pieces but Turkey would likely not build--which is the important thing. A Con could defend Ank or Smy, but not both. Serbia, Ionian and Bul would retake Greece with a net of no build. As it is, Turkey might just hold on to something for a build in the fall.

Fall 1904: Turkey did keep a center in the attack but now there are Russo-Italian pieces all over. Yet, Turkey now has 4 pieces to the 5 of the attackers so he could hold out for quite

BIRSAN-MCILVAINE AXIS CONTINUES Spring 1905

ENGLAND: (Verheiden)	F Iri-Nat, F Liv S F Iri-Nat, F Edi-Nwg, F Nwy-Swe, F Nth-Nwy, F <u>Den-Kie</u> /r/ (Hel, Ska, d), F Eng-Nth
FRANCE: (Kelley)	A Hol-Ruh, A Pic-Bur, F Bre-Gas, A <u>Spa-Mar</u> /r/ (Por, d), F <u>Mid-Spa(sc)</u>
GERMANY: (Kelly)	A Bel S FRENCH A Pic-Bur
ITALY: (Birsan)	F Aeg-Bul(sc), F Ere S F Aeg-Bul(sc), A Ser S RUSSIAN A Gal-Rum, F Nap-Ion, A Tyr-Pie, A <u>Boh-Mun</u> , A Kie S RUSSIAN A Ber-Den, A Mar-Spa, F Lyo S A Mar-Spa, F <u>Nat-Mid</u> /r/ (Cly, d)
RUSSIA: (McIlvaine)	A Ber-Den, F Bal C A Ber-Den, A <u>Mun-Bur</u> , A Gal-Rum, A Lul-Arm, F Bla C A Bul-Arm, F Sev S F Bla
TURKEY: (Key)	F <u>Rum-Bul(ec)</u> /a/, F Smy-Aeg, F Con S F Smy-Aeg, F Eas S F Smy-Aeg

BIRSAN-MCILVAINE CONTROL OVER HALF OF EUROPE Fall/Winter 1905

ENGLAND: (Verheiden)	(Su05: F Den R Hel) F Liv-Cly, F Nat S F Liv-Cly, F <u>Nwg-Edi</u> , F <u>Nth-Edi</u> , F Hel-Den, F Swe S F Hel-Den, F Nwy S F Swe. Owns: Edi, Liv, Lon, Den, Nwy, Swe, StP (7). Constant.
FRANCE: (Kelley)	(Su05: A Spa R Por) A Ruh-Hol, A <u>Bur-Mun</u> , A Por-Spa, F Mid S A Por-Spa, F Gas S A Por-Spa. Owns: Ere, Par, Por, Spa, Hol (5). Constant.
GERMANY: (Kelly)	A <u>Bel-Ruh</u> . Owns: Bel (1). Constant.
ITALY: (Birsan)	(Su05: F Nat R Cly) F <u>Cly S ENGLISH</u> F <u>Nwg-Edi</u> /a/, F Lyo-Wes, A Spa-Mar, A Pie S A Spa-Mar, A <u>Kie-Ruh</u> , A Boh S RUSSIAN A Mun, F Bul(sc) S RUSSIAN F Bla-Con, A Ser S F Bul(sc), F Ion S F Gre, F Gre S F Ion. Owns: Nap, Rom, Ven, Tun, Tri, Vie, Mar, Kie, Gre, Ser, <u>Bul</u> (11). Builds F Nap, A Ven.
RUSSIA: (McIlvaine)	A Den-Swe /a/, F Bal S A Den-Swe, A Mun S <u>ITALIAN</u> A <u>Kie-Ruh</u> , A Rum-Gal, F Sev-Rum, F <u>Bla-Con</u> , A Arm-Ank. Owns: Mos, Sev, War, Bud, Ber, Mun, Bel , <u>Rum</u> , <u>Ank</u> (8). Builds A War, A Mos.
TURKEY: (Key?)	F Eas S F Aeg, F Aeg S F Con, F <u>Con S F Aeg</u> . Owns: Con, Smy, Ank , Ank (2). Removes F Eas.

KEY AT THE ALAMO!
Spring 1906

ENGLAND: F Nwg-Bar, F Nwy-StP(nc), F Den-Bal, F Swe S F Den-Bal, F Nth-Den,
(Verheiden) F Cly-Nwg, F Nat-Mid

FRANCE: A Hol-Kie, F Gas-Ere, A Spa-Gas, A Eur S A Spa-Gas, F Mid-Por
(Kelley)

GERMANY: A Bel S French A Bur
(Kelly)

ITALY: A Boh-Mun, A Kie S A Boh-Mun, A Ven-Tyr, A Pie S A Mar, A Mar S
(Birsan) RUSSIAN A Mun-Bur, F Wes-Mid, F Nap-Tyr, F Ion-Tun, A Ser-Bul,
F Bul(sc)-Con, F Gre-Aeg

RUSSIA: F Bal S ITALIAN A Kie /r/ (Ber, Pru, Bot, d), A Mun-Bur, A War-Liv,
(McIlvaine) A Mos-StP, A Gal-Sil, F Rum H, F Bla S ITALIAN F Bul(sc)-Con,
A Ank S ITALIAN F Bul(sc)-Con

TURKEY: F Aeg-Bul(sc), F Con S F Aeg-Bul(sc) (R Smy)
(Key)

SPRING RAID KEEPS KEY ALIVE
Winter/Fall 1906

ENGLAND: F Bar-StP(nc), F Nwy S F Bar-StP(nc), F Eal-Bot, F Swe S F Bal-Bot,
(Verheiden) F Den-Kie, F Nwg-Nth, F Nat S FRENCH F Ere-Mid. Owns: Edi, Liv,
Lon, Den, Nwy, Swe, ~~Szy~~, Kie (?). Constant.

FRANCE: A Hol S ENGLISH F Den-Kie, A Bur H, F Ere-Mid, F Por-Spa(sc), A Gas
(Kelley) S F Por-Spa(sc). Owns: Ere, Par, Por, Spa, Hol (5). Constant.

GERMANY: A Bel S FRENCH A Bur. Owns: Bel (1). Constant.
(Kelly)

ITALY: A Kie-Ruh, A Boh-Sil, A Tyr-Boh, A Mar S RUSSIAN A Mun-Bur, A Pie S
(Birsan) A Mar, F Tyr-Lyo, F Wes-Spa(sc), F Tun-Naf, A Ser-Tri, F Con-Smy,
F Gre-Aeg. Owns: Nap, Rom, Ven, Tun, Tri, Vie, Mar, Bul, Gre,
Ser, ~~Kie~~, Smy (11). Constant.

RUSSIA: (Su06: F Bal R Bot) F Bot-StP(sc), A Liv S F Bot-StP(sc), A Mos S
(McIlvaine) F Bot-StP(sc), A Sil-Ber, A Mun-Bur, F Rum-Bul(ec), F Ela-Bul(ec),
A Ank S ITALIAN F Con-Smy. Owns: Mos, Sev, War, Rum, Bud, Ber,
Mun, Ank, StP (9). Build A War.

TURKEY: F Smy-Con (R Eas), F Aeg S F Smy-Con. Owns: Con, ~~Szy~~ (1). Remove
(Key) F Eas.

some time. If Russia takes his build in the south he can likely crush Turkey. The west has finally gotten together but Italy already has a raider behind the lines. Note that Italy by-passed Spain which he could have taken. That is correct. Had he taken Spain he would lose his raiding piece and at the same time dislodge France into Western Med! Italy also should take a fleet in Naples and deal with the Turk. Failure to crush the Turk will mean eventual overall failure if the west plays well. Both Italy and Russia have built versus Turkey who has an armada of 4 fleets to withstand them. Note that Italy must be careful so that F MAC does not get into Wes. England has counterbuilt to the Italian raider. It is likely that he will try to track it down and kill it off.

Spring 1905: In an excellently coordinated attack, Italy and Russia have pushed back Turkey leaving the western drive alone for a bit. Note

how the raider can attack and be dislodged but still be of value! By pounding Turkey to death the axis can turn all of its might to the west. Iberia is still weak and even if the raider is caught Italy might be able to sneak another one through. Note the convoy to Armenia--a fine destructive developmental move.

In the west it should be noted that since Spain was lost, a good move would have been to Western Med. This would create a western raider that Italy would have had to deal with.

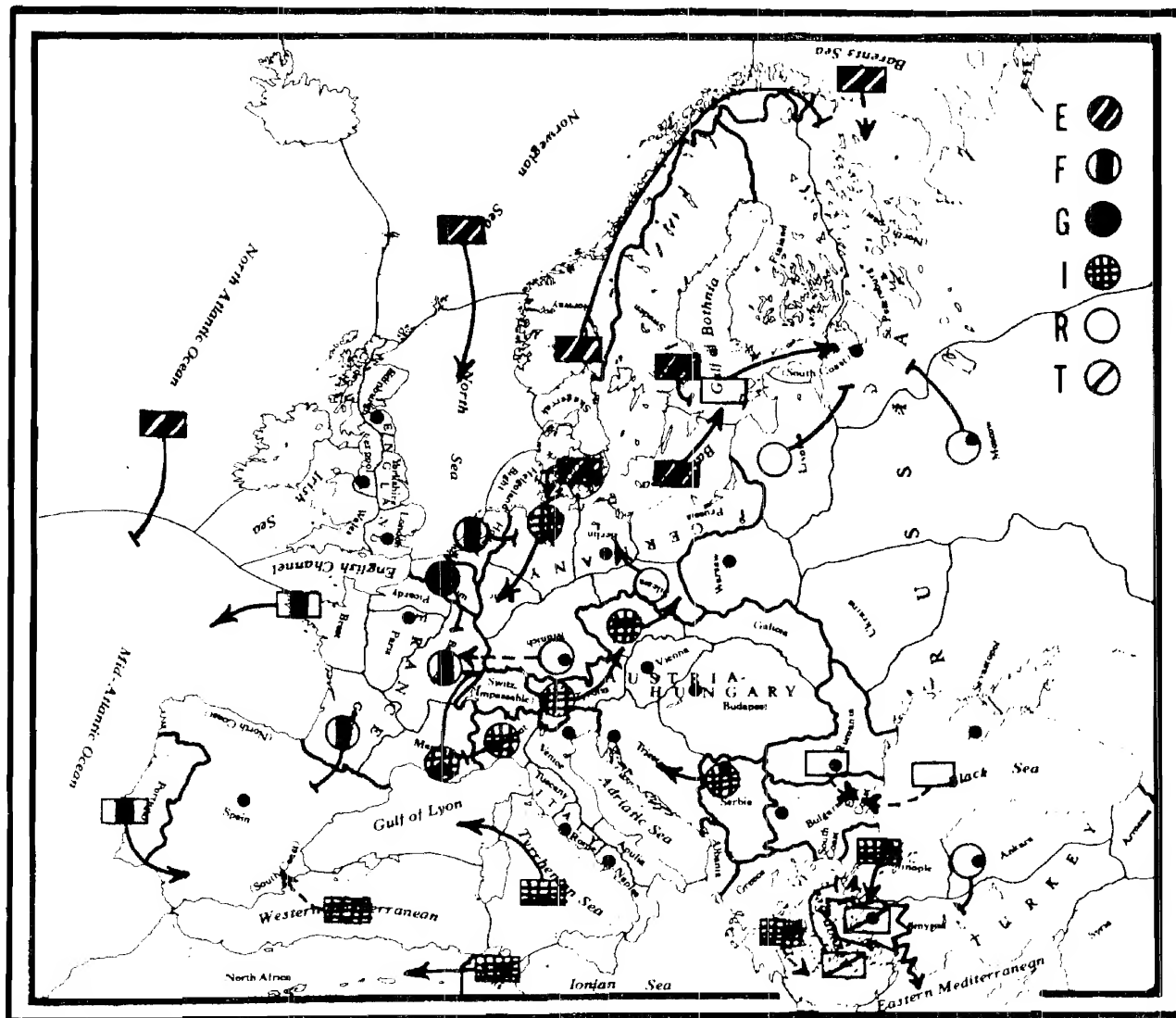
Fall 1905: In the west note the destruction of the Italian raider and the reformation of a stronger Iberia. England will now rush fleets south (two of them) and bottle the MAO once and for all. Turkey will likely not last through 1907 (he might even be eliminated in 1906 unless Italy shifts west at once).

Spring 1906: The error is not supporting a piece to Bulgaria. Had a piece been supported

there Turkey would be gone in 1906 unless he moved to Ionian. I am frankly surprised that Jeff--seeing the inevitable on the horizon, did not raid Ionian for the devilment of it! England served better by a supported move to MAO, sealing the hole? The rearrangement actually tried works as well in the long run since it places an army in Gascony and a fleet in Spain (eventually). That position IS stronger so a bounce is okay in the Mid at this point--as long as it does not fall to the Italian. Note Spain could be retaken with ease.

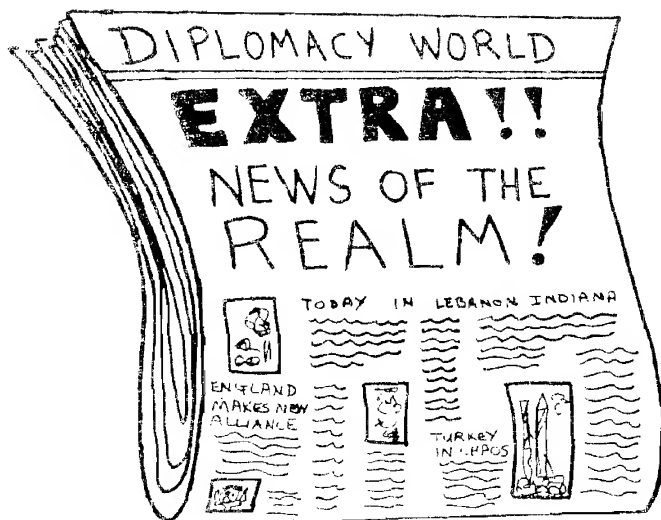
Fall 1906: Turkey lucks out and likely loses his last chance to raid Ionian as Italy can block this with his returning fleet Greece. All pieces are now going west to see if a breakthrough can occur. It can not. England can eventually retake StP but the rest of the board should begin to seal up rather tightly. If this is the case, the game will be a draw unless Russia and Italy stab one another. The key piece may still be the Russian northern fleet--but it looks as though it will be destroyed in 1907.

FALL 1906



(Map notation courtesy of Eric Verheiden. The notation for representing successful and unsuccessful moves by solid and broken lines respectively is entirely conventional. The same goes for attacks (arrows) and supports (perpendicular bar). A question mark by an attempted support means that the unit to which support

was given didn't move in the way indicated by the support order, i.e., NSO in the moves. A "bomb-blast" around a unit shows the unit was dislodged. If a retreat is possible and it is known at the time the map is being drawn, it would be noted by a jagged line in the direction of the retreat.)



1. BOARDMAN NUMBER CUSTODIANS. Doug and Marie Beyerlein (240 Hawthorne, Apt. F, Palo Alto, CA 94301) should be contacted by gamezine publishers to get Boardman Numbers for their new regular games. To finance the Numbers, a fee of \$1 per game is requested. Please support this worthwhile project and keep the statistics of the hobby complete.

It should be noted in Graustark #357 John Boardman "appointed" Raymond Heuer to the Boardman Number Custodianship, since he didn't feel the \$1 fee should be mandatory. Although I feel that in the long run a fee must be mandatory if the hobby is to grow, this issue for the time being has been made moot. Avalon Hill has generously agreed to make the proceeds from the Origins Diplomacy tournament available to the Boardman Number Custodian each year and so Doug has decided to make the fee voluntary. I would still urge everyone to send Doug the fee though to show your support of the numbers. Although John Boardman started the postal hobby and runs a fine gamezine in Graustark, I am sad to say that in recent years he has made many irresponsible comments as far as the overall hobby is concerned. In the above case, I urge you to ignore John's pronouncement. John had no authority to take this action since he hasn't been the Boardman Number Custodian in almost 10 years. In fact this announcement took Ray Heuer by surprise and he has informed me he intends to do nothing himself in this area.

2. EVERYTHING. John Weswig (2115 NW Elder St., Corvallis, OR 97330) pub's the hobby's game statistics zine which is edited by Doug Beyerlein. Available from John at 10/\$4. Everything contains game assignments, results, and game records compiled by Russell Fox. Note his article in this issue for a sample.

3. CEPHIDS. This is a product of IDA's novice project. Upon request, you will be sent a free introductory zine published by Robert Correll (44 Rawlinson Ave., Toronto, Ont. Canada

M4P 2M9) and Alan Rowland (College Station, Box 2173, Easton, PA 18042). You might send a SSAE. This is a great way to get introduced to the hobby.

4. IDA HANDBOOKS. Both the 1974 and 1975 Player Handbooks and the Publishers Handbook are still available from Len Lakofka (644 Briar Pl., Chicago, IL 60657) at \$3 (\$2 to IDA members), \$2.50 (\$2 to IDA members) and \$2.50 (\$2 to IDA members) respectively. All are a must, and as you can see, if you buy all three, you effectively get a free IDA membership. Recommended.

5. IDA EVALUATION COMMITTEE. Roger Oliver (Fox 452, Denville, NJ 07834) heads up this project. It's purpose is to let players know which GM's objectively meet given standards of "acceptability." Send Roger a SSAE for details.

6. ORPHAN GAMES PROJECT. Raymond Heuer (102-42 Jamaica Ave., Richmond Hill, NY 11418) heads up both the regular and variant orphan projects in North America. Information on orphaned games, and offers to take over orphaned games are welcomed. SSAE's appreciated.

7. DIPLOMACY WORLD T-SHIRTS. As pictured in the GENERAL XIII, 2, these T-shirts (picture taken from the cover of DIPLOMACY WORLD III, 2) can be purchased from Nina Pawlak (523 Clifton St., Alexandria, VA 22312) at \$4.00 apiece. Be the only kid on your block to own one!

8. DIPCON X. The hobby's 10th annual Diplomacy convention will be held in conjunction with GenCon X this year at the Playboy Resort, Lake Geneva, WI 53147. As you can see, we will be in the lap of luxury, but it will cost. Special rates for us will range from \$41/day for a single to \$66/day for a quadruple. This is based on a 3 day occupancy. However, by staying at the Playboy Hotel, admission to the convention is free. What I recommend we do is make advance plans to occupy a block of quadruples. This would cut our cost per person to a little over \$50 plus food for the 4 day convention. Would someone like to volunteer to coordinate this effort? If so, write Len Lakofka, address above. The convention is being run by TSR Hobbies, and questions should be addressed to: GenCon X, PO Box 756, Lake Geneva, WI 53147. The Dipcon will include a massive tournament, a Diplomacy seminar, and the IDA General Meeting. The convention will be from August 18-21, 1977.

The Quartermaster

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9. INTERNATIONAL SUBSCRIPTION EXCHANGE. Effective January 1, 1977, Ben Grossman (29 E. 9th St., #9, New York, NY 10003) has been in charge of the North American end of this service that eliminates the cost of international money orders. Write Ben for details.

10. 1976 GAME AWARD OF THE YEAR. We are proud to announce that on 20 October 1976 in London, Games & Puzzles Magazine and Toys International awarded the Game Award of the Year to Diplomacy. The rest in the top five were: 2nd - Scrabble, 3rd - Master Mind, 4th - Monopoly, and 5th - Kingmaker.

11. GAMESMASTERS PUBLISHERS ASSOCIATION. Elmer Hinton (20 Almont St., Nashua, NH 03060) through his GPA is running a Diplomacy census. I urge all publishers to cooperate with him by sending him your mailing lists. It's been a long time since the hobby has had an updated census. One would be especially valuable now.

12. THE GENERAL. In Vol. 13, #2, the 2nd Hoosier Archives Demonstration Game, 1972CR, was reprinted. In my opinion this was the greatest postal Diplomacy game ever played and the reprint carries a running analysis by Doug Beyerlein based on actual game correspondence. It is available from Avalon Hill for only \$2.00.

13. OUTDOOR SURVIVAL. Also available from Avalon Hill is this boxed board game for \$10. + postage. What I think makes it particularly interesting is that this game can be used very well for wilderness expeditions in Dungeons and Dragons, the exciting new fantasy game by TSR.

14. UNITED STATES CHESS FEDERATION. If you think that postal Diplomacy with its close to 2,000 members is small, listen to this. In 1952 the USCF had 1,100 members. In 1975 they had over 60,000. ~~Edi Birsan~~ Edi Birsan, do your stuff!

15. HOOSIER ARCHIVES DEMONSTRATION GAME. We will soon be ready to start the 7th HA Demo Game. Camefee will be \$20. This includes your sub to HA and DW for the game's duration as well as an HA sub to your standby. If you believe yourself qualified and wish to play, please let me know. Multiple winners are preferred.

16. DIPLOMACY PHOTO ALBUM. I've finally completed a project that I've been wanting to do for some time. Included in this album are photos from all the DipCon's except Dipcon I & III. Also are pictures of many Diplomacy players on visits to and from the Archives. Would anyone be interested in my bringing this to the next DipCon? Also, any additions would be appreciated to keep this pictorial record of the hobby as complete as possible.

17. LIASIONS DANGEREUSES NOVICE GAMES. Len Lakofka (address above) is offering novice game openings at a \$7 gamefee. This is quite a bargain as Len is very reliable. Only 3 GM's in the history of the hobby have run more games.

18. AMAZON'S GAME. Believe it or not, DW now has enough female subscribers so that if they

WANTED TO BUY OR BORROW

The following zines are missing from the Archives. British zines are listed below separately since I'm having more difficulty acquiring them. I would prefer to acquire originals but will be happy to xerox your original if you want to keep it. This will assure keeping the Archives virtually complete.

Adanack 8; Aerlion 1, 3; Angbad 1-4; Attention 1, 46-47; Avanti 15-21; Baltic Gaffer 1-4, 6, 9; Barfy Elue 2; Barad-dur 1.5, 40.5; Bolverk 1, 3, 6; Brainwave 16; brunus Edwardi 21; Buffallo Diplomacy 106, 169, 193; Bulletin 2; Calcutta Chronicle I, 1-2; Carmilla I, 6; Cloak and Dagger 2-3, 5 on; Corsair 7, 15; Crush 41, 43; Council Courier 76.1-.6; The Demons Home 1-2; Don't Knock the Rock 20; Due Process 10; Eureka Stockade 9; Evening's Empire 10-12; The Exponent 1, 5; Fallovia 1; Fearful Symmetry 1-2, 18-19, 24; Flash 1; Foreign Office Report 18; Fredonia 24-25; The Gaming Record "I," "II," III, 1, 3-5; The Greeklly Weekly VIII, IX; IDA Games Info Bulletin 1; If I, 2; I'm God 2; Infamous 2; Johnus 1, 9; Kolwynia 2-4; Lebanon Gazette 33-35; Lib-erterrean 52; Logenbeek 12-13; Mango 13, 18; Marsovia 13; Meskin Memos 7-12; Mini Rigot 1; Moeshoeshoe 100, 117; Moravian Gazette 2; Mush 8; Mutant I, 1-3; Narsil 7; New York Knife 2; Norstrilla Notes 25, 27; Phrederick the Great 7; Polaska I, 5, 8; Pragmatic Sanction (all); Rane Gyrine 7; The Rigot 24-28, 44; Rohan 1-2; Ruritania 8, 33; Scrambled Eggs 15-18; Skull & Crossbones 2-3, 5, 8; Spale Jr. I, 2; Supernova 23-24; Thulcandra 24; The Torrey Triennial Ter-rapin/Turtle/Tortoise 9; USDollars 5, 9; Voice of the North 26; Vortigern 16; Warmonger 3-4; Windsor Weekly Wrag VI, 2-6, VII, 3; World War III-1; Yggdarsil Chronicle 64.

Albatross (all); Bellicus 34; Comet 20-29; Court Circular -1, 0, 1, 2, 2, 3-5, 10, 13; Depth Charge 10-11, 17, 19; Dolchstoss 1-2, 4; E&OE 1-6; Eclipsor 1-8; Fifth Column 27, 31-32; Filibuster 1-11; Frigate 24-25; The Gods Them-selves 1; Gummiballs II, 1; Hannibal 17, 19-24; Hyperion 2 on; Japhidrew 5, 16-17; Jigsaw 1-3, 12; Lemming Express 2-3, 17, 24; Misteimer 1-2, 5-6; Monthly Bureaucrat 1-3; The Norns 13, 15; OJ 12-13; Our 'Enry 11, 13; Pendulum 6, 8-41; Polaris 3, 15-17; Retief 12; Shelob's Lair 3-5, 11, 13; TTFHF 1; Tarkus 7 on; This Is It (all); TUCA 0, 2-7; Ummagumma 2, 4, 7; Uriah's Heap 5; War Bulletin 61-65; Yggdarsil 8-15; Your Albert 1, 3-5; XL 14.

all played, they could fill a Diplomacy game. Here is your chance, girls. Cliff Mann (823 Marcy Ave., Apt. 101, Oxon Hill, MD 20021) wants

to start an Amazon's Game in his zine, Watergate. Gamefee is \$1 plus a \$3/12 sub.

19. ADAG. Hal Naus (1011 Barrett Ave., Chula Vista, CA 92011), one of the grand old men in the hobby, has game openings again. Gamefee is only \$6.00. To give you an idea how reliable Hal is, ADAG is currently on its 116th issue.

20. BOAST. Herb Barents (R.R. 4, 1142 S. 96th Ave., Zeeland, MI 49464) has a game opening. Cost is a \$3.50/yr. sub and a \$3 gamefee of which \$2 is refundable if you don't drop. Herb hasn't missed a deadline in almost 6 years.

21. IMPASSABLE. It is with great sadness that I report that John Boyer has decided to phase out his gamezine, the best in the hobby in my opinion. Impassable was truly that and John

will be missed. Why not write him and express your appreciation?

22. THE PODUNK NEWS. Bob Hartwig (2434 Burge Hall, U. of Iowa, Iowa City, IA 52242) has free openings in a new game. All that is required is maintenance of a 12/\$2 sub. Bob is also looking for a guest GM.

23. DIMAN. Brad Hessel (232 W. 24th St., #5R, New York, NY 10011) has openings for an \$8 gamefee. If you are looking for a fast moving game, this is for you. Brad runs a brisk 3-3-1 cycle and the press and letters are great too.

24. RURITANIA. Tony Watson (201 Minnesota, Las Vegas, NV) has game openings for \$3.00 (\$2 refund if you don't drop) plus maintenance of a 4/\$1.00 Sub. An interesting little zine.



The following is believed to be a complete chronological list (pubbing time) of publishers who have game openings in regular Diplomacy in North America as of 17 January 1977. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample gamezine copy so you can get an idea of what zine you'd like to play in. An "*" denotes a 3-month pubbing break.

1. John Boardman, 234 East 19th Street, Brooklyn, New York 11226 (13½ yrs.)
2. Hal Naus, 1011 Barrett Avenue, Chula Vista, California 92011 (10½ yrs.)
3. Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657 (7½ yrs.)
4. Chris Schleicher, 40 W. Apple Hill Lane, #205, Prairie View, IL 60069 (7 yrs.)*
5. Herb Barents, R.R. 4, 1142 South 96th Avenue, Zeeland, Michigan 49464 (5½ yrs.)
6. Jim Benes, 417 South Stough Street, Hinsdale, Ill 60521 (4½ yrs.)
7. Don Horton, 16 Jordan Court, Sacramento, California 95826 (4 yrs.)
8. Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022 (3 yrs.)
9. Richard Loomis, (Flying Buffalo, Inc.), Box 1467, Scottsdale, AZ 85252 (2½ yrs.)
10. Randolph Smyth, 249 First Avenue, Ottawa, Ontario, Canada K1S 2G5 (2½ yrs.)
11. Bob Hartwig, 5030 N. 109th Street, Longmont, Colorado 80501 (2½ yrs.)
12. Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107 (2½ yrs.)
13. Larry M. Fong, P.O. Box 11090, Oakland, California 94611 (2½ yrs.)
14. Laurence J.P. Gillespie, 23 Robert Allen Dr., Halifax, N.S., Canada (2 yrs.)
15. Ernie Demanelis, 106 Wilson Avenue, Morgantown, West Virginia 26505 (2 yrs.)
16. David Truman, 30 Prince Rupert Ave., Toronto, Ont. Canada M6P 2A7 (2 yrs.)
17. Blair Cusack, 1620-42nd St., SW, Calgary, Alberta, Canada T3C 1Z5 (2 yrs.)
18. Richard Kovalcik, 205 Bexley Hall, 50 Mass. Ave., Cambridge, MA 02139 (2 yrs.)
19. Russell Fox, 5160 Donna Avenue, Tarzana, California 91356 (1½ yrs.)
20. Roger Oliver, Box 452, Denville, New Jersey 07834 (1½ yrs.)
21. Ferkin Doyle, 639 Bainbridge Street, Philadelphia, Pennsylvania 19147 (1½ yrs.)
22. Ben Grossman, 29 East 9th Street, #9, New York, New York 10003 (1½ yrs.)
23. Brad E. Hessel, 232 West 24th Street, #5R, New York, New York 10011 (1½ yrs.)
24. William A. Clumm, R. R. #1, Amesville, Ohio 45711 (1½ yrs.)
25. Cal White, 1 Turnberry Avenue, Toronto, Ontario, Canada M6N 1P6 (1½ yrs.)
26. Fred Brenner, 2821 West 12th Street, Brooklyn, New York 11224 (1½ yrs.)
27. Adam Gruen, 470 North Street, Harrison, New York 10528 (1½ yrs.)
28. Carl Adamec, 6221-A NC6, Cornell University, Ithaca, New York 14853 (1½ yrs.)
29. Richard Ware, TEP 253 Commonwealth Avenue, Boston, Massachusetts 02116 (1 yr.)
30. Dennis Agosta, 16 South Wilber Street, Belleville, New Jersey 07109 (1 yr.)
31. John Malay, %Chatham Arts, 12 Commerce Street, Chatham, New Jersey 07928 (1 yr.)
32. Alan Rowland, College Station, Box 2173, Easton, Pennsylvania 18042 (½ yr.)
33. Peter Dale, 3577 Derry Road E., #809, Mississauga, Ont., Canada L4T 1B3 (½ yr.)
34. James Hymas, 250 Glen Manor Drive West, Toronto, Ont., Canada M4E 2Y1 (½ yr.)
35. Clifford A. Mann II, 823 Marcy Ave., Apt. 101, Oxon Hill, Maryland 20021 (½ yr.)
36. Will McCullam, Fairmount Road, Newbury, Ohio 44065 (½ yr.)
37. Bob Beardsley, 17 Moryan Road, Edison, New Jersey 08817 (0)
38. W. Elmer Hinton, Jr., 20 Almont Street, Nashua, New Hampshire 03060 (0)

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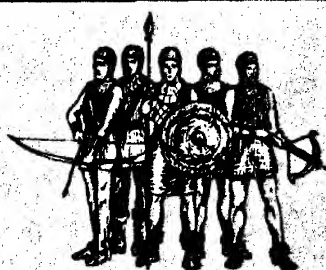
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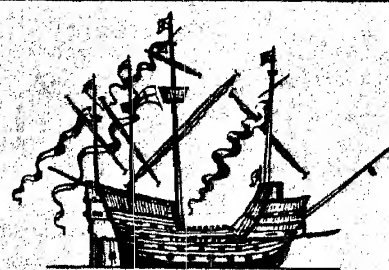
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probably the best multi-player board game I've ever seen. Players will get a great amount of enjoyment just from making tactical decisions or even moving—it is so full of color, that you almost feel that you're actually there. The variety of opening set ups and play strategies is tremendous. I doubt you will tire of playing KINGMAKER very quickly, and who knows, you might even learn a little bit about English history while you're having so much fun." . . . MID-WEST GAMING REVIEW . . . #16

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Each player is dealt a number of cards which comprise his faction of nobles with an inherent combat strength in supporting men-at-arms. These forces are increased when drawing cards conveying possession of key fortified towns, fleets, companies of mercenary soldiers, support of bishops, and titles which increase a noble's inherent following. Players then maneuver their forces in such a way as to capture the 7 members of the royal families eligible to be proclaimed King (or Queen in the case of Margaret of Anjou). The faction which crowns the last surviving royal piece is declared the winner.

But gaining such supremacy is not an easy task. Storms at sea can force landings on hostile shores while bad weather will delay even the most overwhelming attack. Piracy, peasant revolts, and summons from the King will break an otherwise impenetrable siege while plague wipes out whole factions in a single blow. And he who becomes too powerful too soon ensures the wrath and alliance of his adversaries. But

angereh not the King, nor in his absence the Chancellor of England, for he who summons parliament dispenses offices and titles of untold power. Nor dismiss the clergy . . . for want of their support can prevent coronation of any pretender to the throne. Do not despair in your quest for the throne—even the smallest faction can gain power through ruthless guile. Beye the feared Constable of the Tower of London or merely the Steward of the Royal Household, chances for all-encompassing victory or defeat abound.

The game comes complete with a full color mapboard, die-cut counters, 80 Crown cards, 90 Event cards, and an instruction manual containing a historical synopsis of the period. The flower of English knighthood awaits, ready to rally to your banner, depose the idiot King Henry and restore the crown to its rightful place. For 2 to 6 players, KINGMAKER is rated "intermediate" on the Avalon Hill Complexity scale and sells for \$10.00.

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A WORD TO PREVIOUS PLAYERS OF KINGMAKER . . .

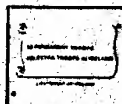
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